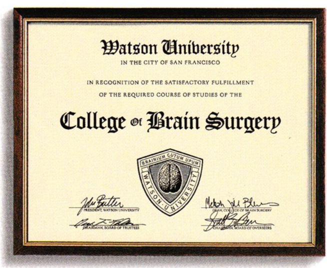
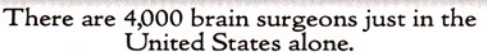


SEGA™
VISIONS
GENESIS • GAME GEAR
SEGA CD
A First Look at Jurassic Park Genesis!
Pg.14
Reviews
More than 30 Hot Genesis, Sega CD, and Game Gear Games!
More Cool SPOT!
Pg. 44
Joe Montana CD!
Pg. 26
JURASSIC PARK
JURASSIC PARK™
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June/July 1993
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WHAT'S THE WORLD COMING TO WHEN IT'S EASIER TO GET A DEGREE IN BRAIN SURGERY THAN A SEGA™ SEAL OF QUALITY™ ON A VIDEO GAME?





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A scant 200 Sega Seals were awarded last year in the whole wide world.

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Say What?...Overheard at Sega

Yo Sega!

SEGA GAME FEATURES

SNEAK PEEKS

SEGA CD SOFTWARE

JUST REVIEW IT GENESIS

Genesis Tips and Strategies

JUST REVIEW IT GAME GEAR

Game Gear Tips and Strategies on the Go

SEGA VISIONS FEATURES

FAST TAKES

POWER SHOPPER

INCOMING!



Jurassic Park: 65 million years in the making. Pg. 14.



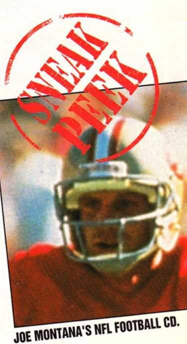
Archie's Sonic Comic. Pg. 72.



He said he'd be back! Page 30.



Totally Sonic! Cool Sega stuff. Pg. 84.



JOE MONTANA'S NFL FOOTBALL CD. Pg. 26.

GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!

WWF WrestleMania Steel Cage Challenge — SEGA GAME GEAR — Color Portable Video Game System

Spider-Man: Return of the Sinister Six — SEGA GAME GEAR — Color Portable Video Game System

T2 Terminator 2 Judgment Day — SEGA GAME GEAR — Color Portable Video Game System

MARVEL COMICS

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UNPLUG ELECTRO WITH WEB-SWINGING ACTION!

BATTLE DR. OCTOPUS' ARMY OF ARMS!

DESTROY CYBERDYNE RESEARCH!

HASTA LA VISTA, BABY!

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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM





Say What?

Overheard at Sega

Games Via Cable

The biggest news around here these days is Sega's agreement with Time/Warner and TCI, the entertainment and telecommunications giants. The three have agreed to start an interactive entertainment channel, with Sega Genesis consoles as the control device. Imagine tuning in to the Sega Channel on cable TV and "ordering" a Sega game from an on-screen menu. Within minutes, the game appears on your TV screen, and you can play it, just like a regular cartridge, for as long as the box is turned on. See Page 77 for more details.

Genesis is Number One

The March issue of *Toy & Hobby World* (the toy industry magazine) reports that the Genesis was the number one selling toy for December 1992, outranking Barbie, SNES, Troll dolls and Barney toys. And at Number 10, Sonic 2 was the best-selling software title on the list, way ahead of Super Mario Kart. Funny thing, last year the president of Nintendo was quoted as saying that he doesn't consider Sega as competition. Sounds like pretty stiff competition to us.

Holographic Candy

This is definitely one for our What Won't They Think Of Next Dept. Dimensional Foods of Boston, Mass. has developed a method for creating holograms out of edible substances, and plans on introducing a line of candies with holographic images. The candies could be available as early as this summer.

Electronic Leash

Embarrassed if your mom calls you at a party? If only your parents had CADS (Child Alerting Digital System). This message system from KBA Inc. consists of a base unit and one to three wrist receivers. Parents can leave up to four messages on the base unit and have them appear on the wrist receivers at a set time. CADS has a 1.5-mile range that can be extended to 5 miles. A remote unit lets your parents send messages even when they're away from home.

Tron

You just can't please everybody. Either the office is too dark or too bright, or the air is too moist or too dry, and nobody can figure out the air conditioning. It seems like the heater only works in August and refreshing gusts of cool air only come in December. Enter Automatron, the personal comfort level adjuster. "Tron" adjusts to the individual needs of those who enter it. Employees carry I.D. cards that have information on their favorite temperature and brightness. Sensors in every room detect who is in it, and automatically adjust to the needs of the individual. Tron can also restructure a whole room layout by reprogramming computers. Just one minor point: What happens when a dozen people cram into a room for a meeting?

Sonic Update

If you think Sonic's been sitting on his spikes since the release of *Sonic 2*, you'd better think again. Sega Technical Institute, the people who brought you *Sonic The Hedgehog 1* and *2*, are working on something that's guaranteed to make your bumpers pop. We're talking about a new game that combines elements of pinballs and video games, to create a playing environment unlike any other. Sound enticing? Look for extended coverage of this great new game in *Sega Visions* later this year.

Oh, we almost forgot. Look for a new section on Sonic merchandise in this issue of *Visions*. Now you can read all about the latest Sonic gear in plenty of time to start dropping Christmas hints. Check it out on Page 84.

SEGA VISIONS

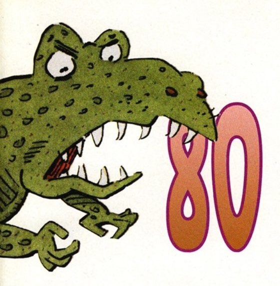
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To Err is Human

Last issue's review of Gametek's *Humans* had one small typo – what should have been an "8" turned out to be a "5." We reported that *Humans* contained 50 levels, when we should have said 80. So all you guys who went out and bought what you thought was a 50-level game, you just got 30 bonus levels.

Monster News Flash

What was the last Godzilla flick you saw? The last one that was released in the United Sates was *Godzilla 1985*. What's happened to tall, dark and radioactive since then?

The fact is, three more Godzilla films followed *Godzilla 1985*. Unfortunately, they were only released in Japan and not in the United Sates. The first of these Japanese releases was *Godzilla Vs. Biolante*. In that film, scientists created a new monster by genetically splicing Godzilla's cells with plant cells. And in *Godzilla Vs. Kingghidrah*, Godzilla fans got to see their hero before he was radioactively mutated (in other words when he was "only" a dinosaur).

So what about us poor Godzilla fans here in the US? Well the good news is that Tri-Star Pictures has recently acquired the rights to Godzilla and we hear rumors that they are planning a movie with an enormous budget and state-of-the-art special effects. Will it be a remake or a further adventures of...? You'll find out when Godzilla reaches American shores in the summer of '94.

What Do You Mean I'm Overdrawn? I Still Have Checks Left.

If you're wondering what that other part of your checkbook is for (you know, the part called the check register), you can stop worrying about it. Panasonic's KX-RC100 CPA (for "Check Printing Accountant") does away with the need to keep a record of each check you write. You write a check by entering the amount on the keypad; this handy little device prints it for you and keeps track of your account balance. It also stores phone numbers, keeps track of credit card purchases, and categorizes payments (rent, electric, gas, etc). The CPA is small enough to fit in a pocket or purse, and can hold 25 blank checks. Sorry, you still have to deposit real money into your account.

Aladdin!

When Sega, Disney and Virgin Games team up to create a game, you can expect the sparks to fly. And they will later this year when Sega releases the Disney Software and Virgin Games co-production of Disney's Aladdin, a game based on the blockbuster hit from the Walt Disney Studios. To make sure that the characters in the game have that unique Disney "touch," Disney feature animators are creating the animation sequences that will be used in the game. The sequences will then be incorporated into Virgin's game engine. This is the first time that a major Hollywood studio has contributed its animation magic to the development of a video game, and we expect the results to be nothing short of outstanding. Stay tuned for more on this unique development effort.

Hot Picks

So you think you know comic books? Close your door, draw the blinds and listen carefully. The latest word is that two big names in the comic book industry have teamed up for a most ambitious project. No, we're not talking Marvel or D.C. Comics. Give up? Try Valiant and Image.

They might be relative newcomers, but comic book fans and collectors agree that both Valiant and Image have done a great job on their own superhero universes. The new series will be entitled "Deathmate" and will feature a balanced collection of heroes from both companies. The prologue is scheduled for release in June.

This is perhaps the hottest news since Superman's demise (R.I.P.) or Spider-Man marrying Mary Jane. Both companies will benefit from this joint venture, and so will collectors who buy multiple copies. For every 50 copies ordered, Valiant/Image are offering a free "special" version. Will it have a special hologram cover, or will it be signed by the writer and artist of the book? No one's talking, but knowing both companies it's bound to be something cool.

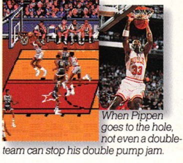

SEGA
GENESIS
GENESIS
X-MEN
SPECIAL EDITION POSTER INSIDE!
Welcome to the next level™
Sabretooth growls his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.
Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.
The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.
MARVEL COMICS
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JAM WITH THE BEST IN THE NBA.

Barkley's Monster Dunk. Harper's Air-Reverse Slam. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.



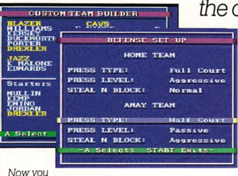
When Charles drives, get out of his way or get bounced like a basketball.



When Pippen goes to the hole, not even a double-team can stop his double pump jam.

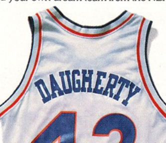
Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™ The updated version of the most popular basketball game ever. With the complete rosters of all 16 1992 NBA playoff teams. Updated stats. And the '92 East and West All-Star squads.





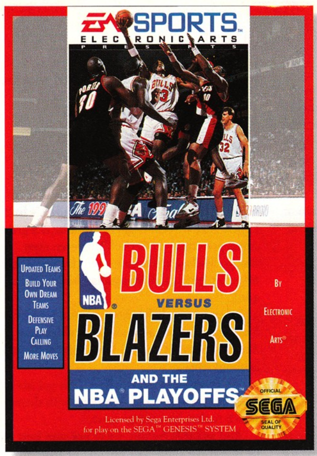
Now you get even more ways to steal the show. With tougher defensive playcalling. And the chance to build your own dream team from the NBA's finest.









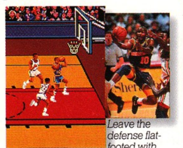


You also get new signature moves that'll make your head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass. And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

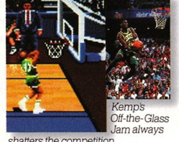
You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

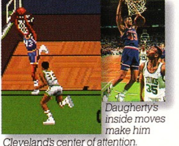
Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

The action starts at Round 1 with all 16 playoff teams. From there, it only gets more intense. Establish your inside game. Hit a few treys. Play the substitution game. If you can stand tallest in the paint, the NBA title is yours.


Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.

The Mailman's In-Your-Face Dunk always makes a huge splash.


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If it's in the game, it's in the game.



95¢ for the first minute, 75¢ for each additional minute.



Yo Sega!



Yo Sega!

Is Blast Processing real or is it made up?

T.P., Alexandria, VA

It's real, and is already being used in a number of Sega games, such as *Sonic, Ecco, Jurassic Park,* and *Kid Chameleon,* among others. Without getting too technical, blast processing allows the Genesis to display one image while loading another into memory, something the SNES cannot do. Blast processing speeds up the action on the screen; without it, Sonic would move about as fast as Mario.

Yo Sega!

Back in the Fall of 1990, I just had to get a Genesis. Since that time, you have lowered the price of the system by $70, packed in *Sonic the Hedgehog,* and now are giving away *Sonic 2.* Have you forgotten about the people who bought a Genesis when they were almost brand new?

J.W., Columbia, MO

You're not the only one who's had this experience. When the first audio CD players came out 10 years ago, they cost a whopping $1,200. Some people just had to have it, and were willing to pay the price. And even though they paid more than the next generation of buyers, it was worth it to them to have a CD player before anyone else.

So even though you paid more for your Genesis, aren't you glad you got yours when you did? In any event, we haven't forgotten you. You're still receiving *Sega Visions,* aren't you?

Send your letters to:
SEGA VISIONS
Yo Sega!
P. O. Box 5346
Redwood City, CA
94063

Yo Sega!

I really love reading your magazine, especially when you talk about *Sonic the Hedgehog 2.* I just want to ask a couple of questions about Sonic and Tails:

1. What age is Sonic and Tails?
2. How did Tails get two tails?
3. What age is Robotnik?

Yours Truly, R.R., [no address]

Would you believe that Mickey Mouse is going on 65? This means that Mickey made his first appearance 64 years ago, not that he is a gray-eared pensioner on Geritol. However, even though Mickey has been around for more than 60 years, he is (and always has been) a young adult.

Likewise, Sonic has been around for about four years, but we all know he is older than four. Actually, Sonic is about 13, and his friend Tails is about five.

We don't know exactly how Tails got his two tails, but we suspect he was born with them, which makes him pretty special.

And as for Robotnik, we're not sure how old he is, but we know that he can't be trusted, so he's probably over 30.

Yo Sega!

I just bought a Game Genie for my Sega Genesis and it really blew my mind. I really like this thing. How does it change a game?

D.J., Little Rock, AR

The Game Genie doesn't really change the game. It just interrupts the instructions that go from the cart to the Genesis, and modifies them according to the codes you give it. For example, by giving the Game Genie the proper codes, you can modify the "number of lives" instruction to give you unlimited lives, or the "jump height" instruction to let you jump higher.

Yo Sega!

My mother and everyone else swears that my Genesis is the sole reason for the electric bill. They believe it takes up so much energy. Will you please tell me, so I can tell them about how much energy it uses and on the average how much it costs to use it?

G.E.C., [No address]

According to one of our technical guys, the Genesis draws a constant 17 watts of power, which is just a little more than a 15-watt lightbulb. A 13-inch TV connected to your Genesis would draw an additional 60 watts, while a 20-inch TV would draw 100 to 120 watts. So depending on the size of your TV, a session with your Genesis would use about as much energy as a pair of 60-watt lightbulbs. We suspect you wouldn't get as many complaints if you spent an equal amount of time doing your homework under two 60-watt lightbulbs.

Yo Sega

Later on in the future, will it be possible to connect the Game Gear unit to a television? That way, you could play a game on the Game Gear with the same control pad and watch the game graphics on the television. If it is not going to be done in the future, is it at all possible?

Sincerely, P.L., Fairfax, VA

What you're talking about is a Game Gear with video and audio output jacks, a device that presently exists only in the dreams of gamers like yourself. Although we have seen some modified Game Gears that can do this, Sega has no plans to market a Game Gear with this capability built in. It's a great idea, though, and one that we'd like to see happen.

Yo Sega!

I know you are all working hard in your jobs to make *Sega Visions* the best it can be. So, if you can spare a few moments, I'd like you all to know: all of us appreciate your work. S.V. rules, and so do you!

D.W., [No address]

Thanks for that vote of confidence. We set out to make *Sega Visions* the best Sega-specific magazine in the world, and according to our readers, it looks like we're succeeding. (OK, all you skeptics out there, this is a real letter; we have the original in our corporate vaults.)

Yo Sega!

I am really interested in buying a Sega CD. However, I have read about Sega CD as well as Mega CD. What's the difference?

J.T., Mount Olive, NJ

Mega CD is the name of the CD unit sold in Japan and Europe. Although it looks and feels the same as the Sega CD (the one sold here in the U.S.), the two units are not fully compatible. In other words, not all Mega CD software will play on a Sega CD, and not all Sega CD software will play on a Mega CD.

Hans Causevic
North Royahon, OH

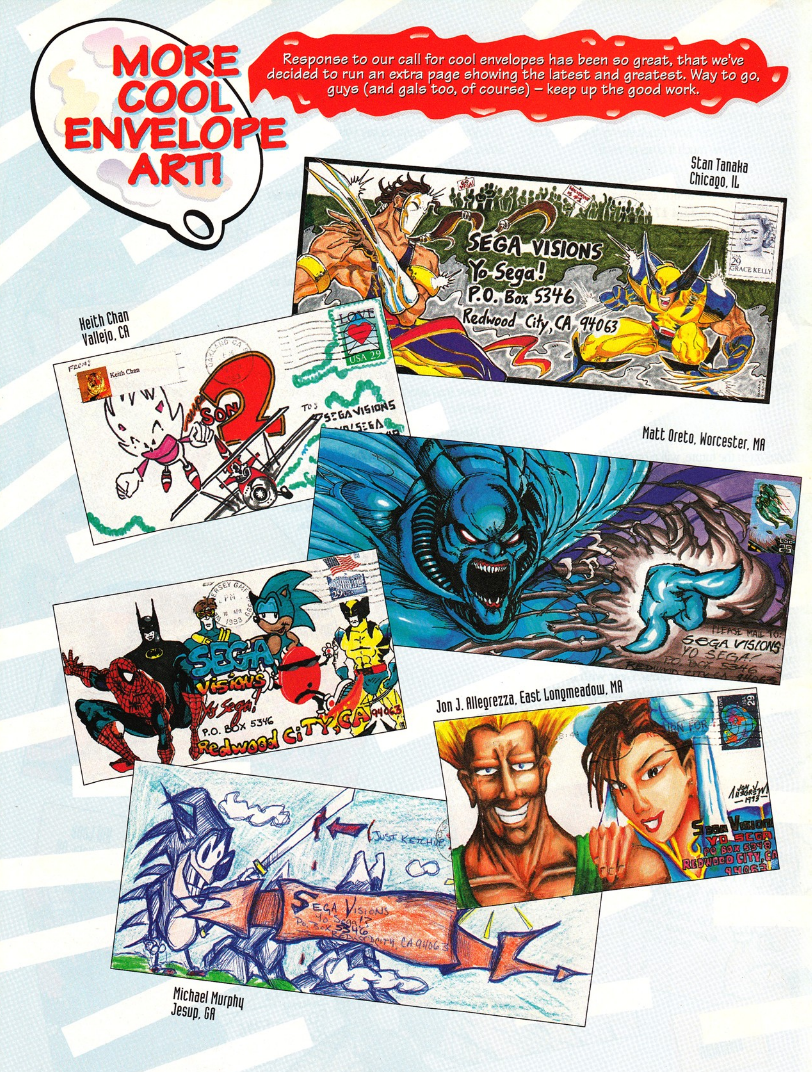
Hiram Rodriguez
San Francisco, CA

Bill Lane
Dataskala, OH

Artist
Unknown

MORE COOL ENVELOPE ART!

Response to our call for cool envelopes has been so great, that we've decided to run an extra page showing the latest and greatest. Way to go, guys (and gals too, of course) – keep up the good work.



Stan Tanaka
Chicago, IL

Keith Chan
Vallejo, CA

Matt Oreto, Worcester, MA

Jon J. Allegrezza, East Longmeadow, MA

Michael Murphy
Jesup, GA

Honest. It really is a Cartridge Game!





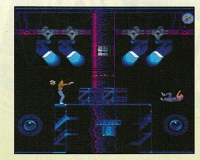
12 MEG



Planet Titan: *Outwit and outgun weird mutants and traps to escape from this hostile jungle.*



New Washington: *You found your memory. Now take on lethal missions to survive undercover.*



Death Tower: *Combat deadly replicants in a futuristic gladiator show. The prize - your life.*



Earth: *Your cover has been blown. Now robot cops are after your hide.*



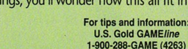
Paradise Club: *You discovered the aliens' headquarters but get trapped in their prison.*



Planet Morphs: *Transmutating morphs relentlessly defend their planet from your assault.*

Exclusive 14-page Marvel® Comic Book included inside the package

Flashback's animation is so fluid, and the graphics so eye-popping, you won't believe it isn't a CD-ROM game. The characters move at 24 frames-per-second and an intense science fiction plot unfolds with animated sequences. With 7 challenging levels and a choice of 3 difficulty settings, you'll wonder how this all fit into a cartridge.





For tips and information:
U.S. Gold GAME*line*
1-900-288-GAME (4263)

$.85 per minute charge. If you are under 18 years old get your parents permission before calling the GAME*line*. Touch-tone phone required. U.S. Gold Inc., San Francisco, CA 94111

Now available!!!
The Official Flashback-The Quest for Identity Strategy Guide

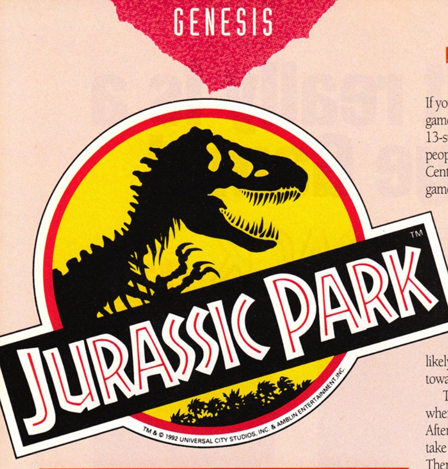
A detailed guide of hints, strategy tips and the further adventures of Conrad from Marvel® comics. Call the U.S. Gold GAME*line* for information on purchasing it.

Available for Sega™ Genesis™



and





OVERVIEW

This summer, Sega will change the way you think about dinosaurs with a new Genesis title that is as big and bad as a Tyrannosaurus Rex and as fast and cunning as a Velociraptor. A game that is loaded with more action and thrills than you'll ever find at an amusement park. It's *Jurassic Park* by Sega. Based on the upcoming *Jurassic Park*, a film by Steven Spielberg, this is a game that has been 65 million years in the making. Dinosaurs are among us once again! And you just might learn why they ruled the Earth for millions of years.

Creating *Jurassic Park* was no small feat. Sega's game designers incorporated the ultra-latest technology to give the game a look and feel that approaches animation quality, including stop-motion modeling done with dinosaur models similar to the ones used in the movie (see *The Making of Jurassic Park* elsewhere in this issue). A digitized soundtrack and sound effects round out *Jurassic Park* as a game like no other.

Make no dinosaur bones about it. It's awesome. *Jurassic Park* pits man against dinosaur, and dinosaur against man. Play either as Dr. Grant—in a mission to rescue people trapped in the Visitor Center—or as a Velociraptor dinosaur in a quest to escape Jurassic Park. Because your adversaries display artificial dinosaur intelligence (ADI), they respond differently with every action you make, every time you play. There are few patterns and little predictability. You don't always know when a dinosaur or guard is going to appear or what they are going to do. Every time you play *Jurassic Park*, you'll face a new game. The Raptor that chewed you up before, may now just sniff you and move on. Maybe. Whether you choose to fight for Raptor freedom or to free the humans from the Visitor Center, *Jurassic Park* is big, fast and full of challenges.

Playing as Dr. Grant

If you choose the human-player game, you control Dr. Grant in a 13-stage mission to rescue the people trapped inside the Visitor Center. The key to beating the game is to concentrate on getting to the Visitor Center, not on wasting dinosaurs. In fact, you can't. The items you'll find will shock, stun or put to sleep the many different dinosaurs you encounter. Stick around too long and they will wake up, most likely with a less favorable attitude toward you!

The first round is the Jungle, where your jeep has just crashed. After you get up from the ground, take a closer look at the jeep. There are tranquilizer darts by the windshield. Reach them by pressing Down on the D-Button to crouch, then walk to the darts. You'll find other items at various points throughout the game. Items include Stun Guns, Gas Grenades, Super Darts and Flash Grenades.

Although there are seven main types of dinosaur in the Park, the three you have to worry about most are Tyrannosaurus Rex, Spitters and Raptors. T-Rex is big, mean and hungry. Spitters "spit" green venom with uncanny accuracy. And Raptors are unique. They are fast, highly intelligent and the most dangerous adversaries you will face.



Add these Tranquilizer Darts to your inventory before you do anything else.



The Triceratops is the first dino you encounter. You can get past him if you are fast on your feet.





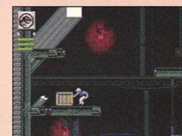
Hold down the Jump Button when you leap for ledges, to hang and pull yourself up.

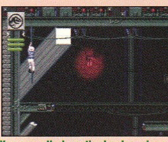


Pterodactyls move in quickly. Listen for the sound of their wings for a split-second warning, then try to jump Up to avoid taking a hit.



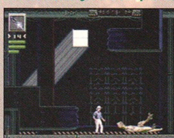
Raptors are bigger, meaner and powerful. Compys are small and run in packs.

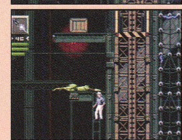

Crouch and Push boxes and other objects to gain access to areas you normally could not reach.


You can climb vertical poles, vines and ladders to reach horizontal surfaces for hand-over-hand travel.

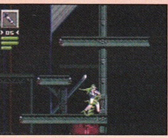

First Aid boxes will recharge Grant's life meter.


Electric shock is a constant danger in the Power Station level. Try to time the discharges and Jump for it!

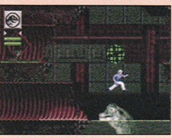

Five or six Stun Gun blasts will knock down a Raptor, but they don't stay down for more than a second or two.



Spitters can hurt you from long range with their poisonous, green, glob-like spit. Four zaps with a Stun Gun will stun them for a short time.


Always be aware of places to hide. The Raptor can't reach you when you are in the Power Station's sub-level shafts. But you can still use items on him.


If the Compys gang up on you, try pressing Left and Right rapidly on the D-Button to shake them off.


Search the River Level carefully. You'll find a lot of items here, including gas for your river boat.


This Pump Station herbivore is harmless.


Jungle vines are a handy way to travel across chasms and other hazardous obstacles.



Stun Gun

The Stun Gun gives dinosaurs a shock, stunning them for a few seconds.



Gas Grenades

Good for putting a snooze on groups of smaller dinos, like Compys.



Tranquilizer Darts

A few direct hits will send most dinos into slumberland.



Flash Grenades

Make a big bang and flash, stunning dinosaurs momentarily. Move fast!



Super Darts

Good night to even the largest behemoths.



Dr. Grant's Control Pattern



D-Button moves Grant around. Press Down to make Grant crouch. Pressing Up or Down allows you to see higher or lower on the screen.

Button A to jump, fire, or select items.

Button B to jump, fire, or select items.

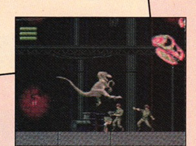
Button C to jump, fire, or select items.

Select button configuration in the Option mode.

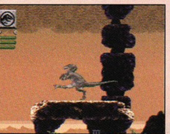




D-Button moves the Raptor around.
Press D-Button Down to make the Raptor crouch.
Button A for a Claw Slash.
Button A + D-Button for a kicking attack.
Button B to jump.
Button C to bite.
Button C + Left or Right to shake.



Park Guards are your adversaries. They stand between you and freedom.



The Claw Slash is your main means of offense.



You may even have to battle your own kind.





Leap to higher levels by Jumping with the D-Button in the appropriate direction and holding Button B. You will automatically grab the edge and pull yourself up.

Playing as a Raptor

If you decide to play *Jurassic Park* as a Raptor, you put a whole new focus on your gaming experience. Your object now is not rescue, but escape. You are a Raptor; the most intelligent, mobile dinosaur in Jurassic Park. You are trapped in a holding cage. Lightning frees you. Now you must battle Park Guards and other obstacles as you make it through 13 levels of Jurassic Park to a ship that will carry you to the mainland.

In the Raptor game humans are your main adversaries. Since you are a dinosaur, you cannot use the items humans use against you. You have to follow a whole different train of thought and use the strengths of your powerful reptilian body.

What are the advantages of being a Raptor? You can move fast. Very fast. You have long, powerful legs that allow you to jump to high places, and strong claws to grasp or tear at your adversaries. You are also very mobile. And while you can't use human items, you can move blocks, boxes and other objects to allow you access to different areas of the game. Playing as a Raptor allows you to experience what it is like to be a life form that has not walked the earth for 65 million years. We think it will drive you wild.



Meat replenishes your life meter. Raptors need to snack often.



Jurassic Park Maps

The grounds of Jurassic Park are big, treacherous and loaded with danger. The items and placement are different depending on whether you play as Dr. Grant or Raptor. Here's what you can expect to find... or encounter...in the first few levels, playing as Dr. Grant.

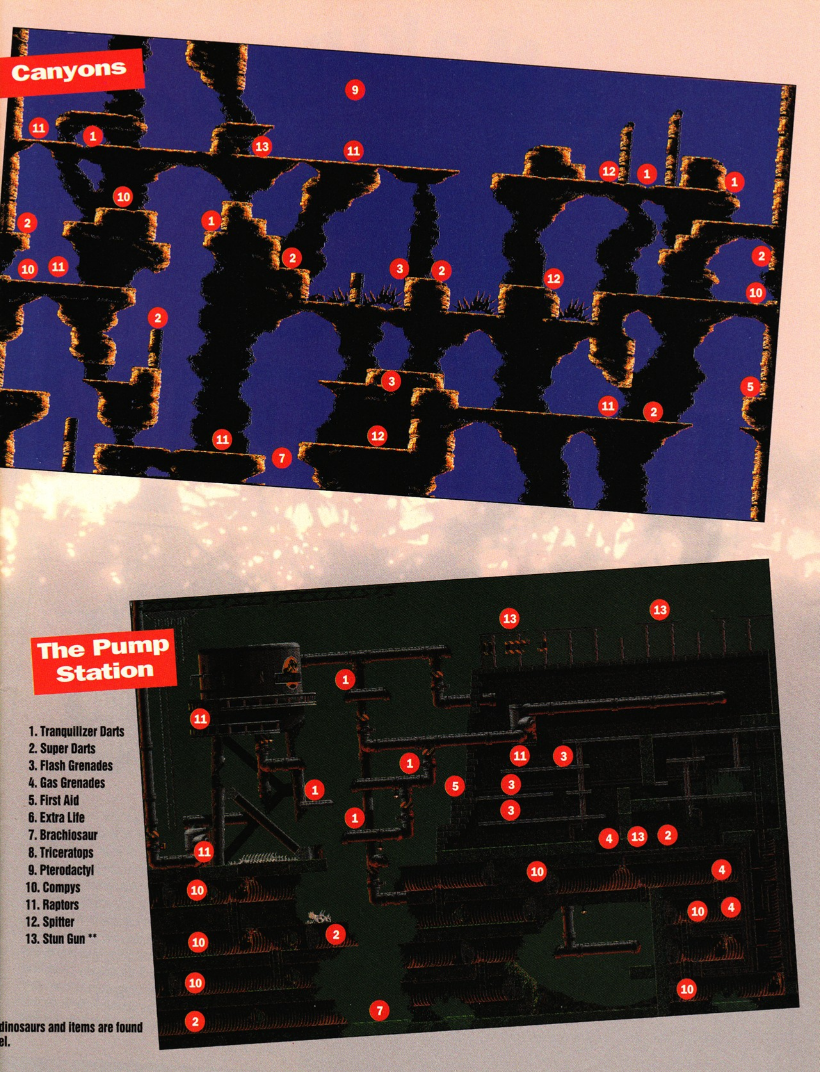
The Volcano

1. Tranquilizer Darts
2. Super Darts
3. Flash Grenades
4. Gas Grenades
5. First Aid
6. Extra Life
7. Brachiosaur
8. Triceratops
9. Pterodactyl
10. Compys
11. Raptors
12. Spitter
13. Stun Gun **

The

1. Tranquilizer Darts
2. Super Darts
3. Flash Grenades
4. Gas Grenades
5. First Aid
6. Extra Life
7. Brachiosaur
8. Triceratops
9. Pterodactyl
10. Compys
11. Raptors
12. Spitter
13. Stun Gun **

**Yo! Not a
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Canyons
The Pump Station
1. Tranquilizer Darts
2. Super Darts
3. Flash Grenades
4. Gas Grenades
5. First Aid
6. Extra Life
7. Brachiosaur
8. Triceratops
9. Pterodactyl
10. Compys
11. Raptors
12. Spitter
13. Stun Gun **
dinosaurs and items are found
el.

The Making of



GENESIS

Imagine a man-made natural reserve where dinosaurs of all shapes and sizes roam, living as they did 65 million years ago. The raptors, fast and intelligent with razor-sharp claws, stalking through the jungle, and pouncing on their unfortunate prey with unbelievable speed. The triceratops peacefully grazing in the undergrowth. And the Tyrannosaurus Rex, the ultimate predator, standing 50 feet tall and with a bad temper to match. This is Jurrassic Park.

In an unmarked office building about 15 miles from the San Diego Zoo, a team of dedicated artists, programmers and game designers is putting the finishing touches on a different kind of zoo, one that can exist only in the imagination. Blue Sky Software, the developers of *Jurassic Park* for the Genesis, have spent more than a year creating a world unlike any other, the ultimate natural reserve populated by creatures long extinct.

Such an immense undertaking can succeed only with dedication, teamwork and talent. Fortunately, Blue Sky has all three qualities in abundance. Over the course of the last 15 months, a core group of a dozen very talented individuals has been working together to bring Genesis owners the ultimate gaming experience, a video game based on Steven Spielberg's blockbuster movie, *Jurassic Park*.

Game Design

Just as a movie begins its life as a script, a video game begins with a design. In the case of *Jurassic Park*, game design was the combined effort of Jesse Taylor (the producer), Dana Christianson (the art director) and Doug TenNapel. After considering several possibilities, the design team settled on a classic side-scrolling game, in which Grant, the player's alter ego, has to advance through seven levels to reach the final goal and save the park. As we shall see a little later, what makes this side-scrolling game different is the amount of artificial intelligence (or "AI") that the programmers have given the prehistoric creatures. The *Jurassic Park* dinosaurs not only look lifelike, but they act as though they have minds of their own.

The Jurassic Team

You don't have to be a dinosaur fanatic to be a member of the *Jurassic Park* team, but it helps. Every member of the team has studied dinosaurs, has visited Natural History museums, and has read widely on the subject. They have even taken field trips to the San Diego Zoo, not in the hope that they would find real dinosaurs there, but to study how other animals are maintained in captivity.



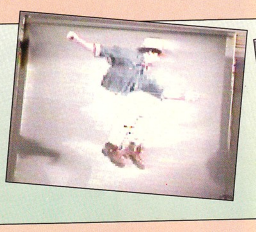


Of the 12 people involved in this project, no less than nine are graphic artists and animators. The lead artist in the group, Doug TenNapel, has been a cartoonist and comic book artist for years. Among his credits is the Saturday morning cartoon show *The Attack of the Killer Tomatoes*. Doug, who stands about six feet eight inches and vaguely resembles a pterodactyl, is responsible for coordinating the entire graphic effort. When you realize that most of the effort in creating this game has gone into the graphics, you understand the importance of his role. Let's pay Doug and his team of artists a visit and take a behind-the-scenes look at the making of this awesome game.

Character Animation

Once the game design was buttoned down, it was time to start animating Grant and all the creatures in the game. Because Grant is the central character, a lot of the effort went toward animating his movements. In fact, Grant has over 50 separate animation sequences, with different movements for walking, running, climbing, jumping, falling and so on.

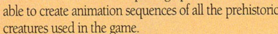


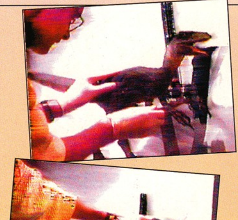


Digital Cloning

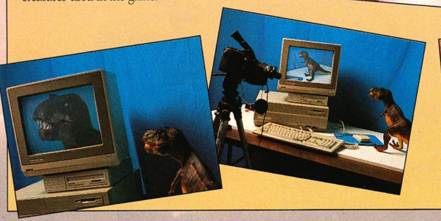
While it's relatively easy to create animation sequences of a person, creating animations of creatures that have been dead for more than 65 million years is a different kind of challenge. To understand how these long-extinct creatures moved, Doug and his team of animators consulted the same experts used by Steven Spielberg for the movie.

Each one of the prehistoric creatures used in the game had to be studied in detail, noting their size, shape, mass and anatomy. To make their task a little easier, the team made use of models similar to the ones used in the production of the movie. By using stop-motion photography (where the model is moved by a small increment and then photographed), the team was able to create animation sequences of all the prehistoric creatures used in the game.









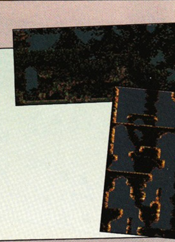




A Little Background Information

While some of the artists were working on the animation sequences, the rest of the team were busy creating the backgrounds. Each level in the game has a different background, some of which extend to 20 or 30 Genesis screens.

Backgrounds are created with a computer paint program, and then compressed using a "tiling" technique. Tiling is a process which breaks an image down into a small number of tiles, which are then combined to recreate the original image. By using a smaller number of tiles over and over (and by flipping and rotating tiles), the background artists can fit bigger, more complicated backgrounds into a cartridge. (At 16 megs, *Jurassic Park* is one of the biggest carts ever produced by Sega. By using tiling and other compression techniques, the developers have been able to cram even more onto the cart.)



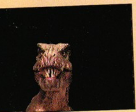


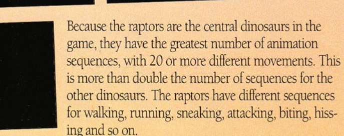
Animating Grant was fairly straightforward. Team member Mark Dobratz was videotaped in front of a neutral background while he made all of Grant's movements. Selected frames of the videotape were then digitized and fed into a computer, where the graphic artists could manipulate the images further, compressing the data, modifying the colors and fine-tuning the movements. The result was a smooth animation sequence for each of the movements that Grant needs to make.






Raptors go through the motions.



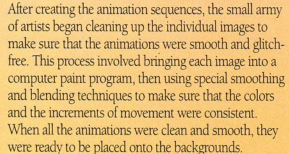
Because the raptors are the central dinosaurs in the game, they have the greatest number of animation sequences, with 20 or more different movements. This is more than double the number of sequences for the other dinosaurs. The raptors have different sequences for walking, running, sneaking, attacking, biting, hissing and so on.



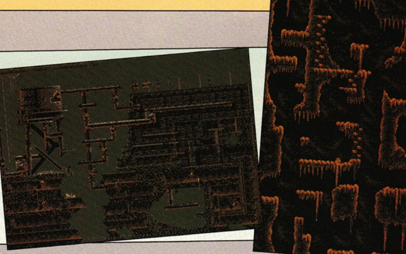


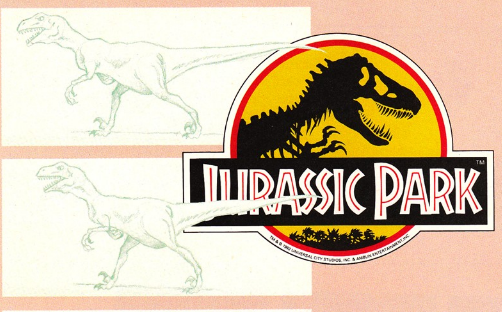

T Rex has his say!

Cleaning Up



After creating the animation sequences, the small army of artists began cleaning up the individual images to make sure that the animations were smooth and glitch-free. This process involved bringing each image into a computer paint program, then using special smoothing and blending techniques to make sure that the colors and the increments of movement were consistent. When all the animations were clean and smooth, they were ready to be placed onto the backgrounds.



Music and Sound

The dimension of sound is as important to video games as it is to movies. It is even more critical for big action games like *Jurassic Park*, where the sound of a Stun Gun or the roar of a Tyrannosaurus can add depth and realism to the game play. In addition, the sound of the jungle can provide subtle clues for the observant player — a creak in the undergrowth or the hiss of an agitated raptor can let the player know what might be coming down the road. These sound effects, together with Sam Powell's musical soundtrack, will help make *Jurassic Park* a phenomenal gaming experience.

Get with the Program

While the rest of the team is creating the animation sequences, the backgrounds, and the sound and music, the programmers have been busy creating the environment that will serve as the basis for the game. First, they have to create the "engine" for the game, the instruction set that defines the type of game (side-scrolling), the types of backgrounds and the kind of control available to the player. Once the basic game engine is established, the programmers set out to define the kind of behavior patterns available to the characters in the game. This is what is referred to as artificial intelligence, the characters' ability to exhibit lifelike behavior, giving them depth and dimension.

Unlike the characters in most video games, the enemies in *Jurassic Park* do not always follow predictable patterns. For example, under some circumstances, a raptor may do nothing more than sniff Grant before turning around and walking away; on other occasions, the same raptor might pounce and attack without hesitation. The actual response depends on various factors, such as the level in the game, the player's sophistication and ability, and the type of dinosaur. Because the raptors are the most complicated creatures in the game, they have almost a dozen factors affecting their responses. This makes them appear wily and cunning, since their behavior is not always easy to predict.



The other dinosaurs in the game also exhibit AI to some extent. Without AI, they would respond the same way under all circumstances, making their behavior flat and mechanical. What this means for the player is a game that is consistently challenging for all levels of playing ability.

Putting the Whole Thing Together

So far, we have seen how each game element is created: the animation sequences by digitizing live models or through the use of stop-motion photography, the backgrounds with a computer paint program and tiling techniques, the sound and music, and the programming. The next step is the combination of all these elements into a playable game. This process, which is a critical step in the creation of a well-balanced and challenging game, requires the combined efforts of the artists and the game designers.

As background artist Mark Lorenzen scrolls around the background of one of the levels, the game designers specify the placement of the dinosaurs and the other game elements at various points. Not only do they need to decide which of the dinosaurs should be placed at each critical spot, but they also have to decide which animation sequences to use.

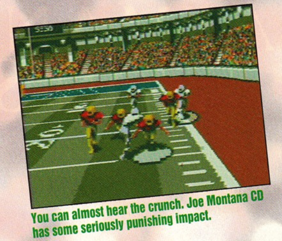
For example, they might decide to place a raptor at a critical intersection, blocking Grant's path. Which of the 20 or so animation sequences they would use at that intersection depends on how Grant will need to act in that situation. One sequence might have the raptor turning toward Grant and hissing. This might be followed by the raptor rearing up to attack and then charging Grant at full speed. It would not be unusual to have six or more animation sequences at a critical point in the game, with each one tied to a specific action by Grant. Of course, the sequence that most gamers will want to see is the one of the raptor falling over, stunned by Grant's Stun Gun.

The Finishing Touches

As with any video game, the last few hectic weeks of the project are spent fine-tuning and polishing the game play, and eliminating "bugs," those insidious little software glitches that can cause unpredictable results. Sega's test group spends hundreds of man-hours playing the game and reporting any problems they find to the development team. Finally, after weeks of tuning and bug-squashing, the game is ready to be manufactured and shipped to the anxiously awaiting gamers all around the world.

Want to know more? Check out the exclusive review on page 14 of this issue.

JOE MONTANA'S NFL FOOTBALL



You can almost hear the crunch. Joe Montana CD has some seriously punishing impact.

OVERVIEW

Welcome to The Next Level of CD sports! *Joe Montana's NFL Football CD* from Sega is the first sports title for the Sega CD. An all-new 3-D Behind-the-Quarterback view brings you right down onto the field. A killer soundtrack will surround you with the crunch of the pads. Digitized video commentary and advice from Joe Montana himself will get you moving in the right direction. And an official NFL license gives you all your favorite teams. What more could a sports nut want?

Imagine yourself on the field, coming out of the huddle. The snap...the throw....Touchdown! The crowd goes berserk! The most amazing facet of this intense new title is the feel. The game perspective is that of the Quarterback. You can look left and the game will scroll left. Look up the field and you see your wide receiver from the right perspective. The zoom function makes fantastic use of the Sega CD's hardware capabilities. Add to this the actual NFL teams, plays straight from the playbooks of NFL offensive and defensive coordinators, and league play with true play-off structure. What you get is the best football simulation ever.

Sega worked closely with Joe Montana to produce the game's digitized comments and critiques. He'll congratulate you on a winning play. You can ask for advice during time outs. In addition to tips, Joe does all his color commentary in digitized video form.

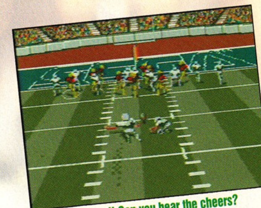
This game has Joe larger-than-life in great form. You'll have all the most recent stats, save-game ability and a kicking soundtrack that includes samples of true NFL play—from bone-jarring crunches to the roar of the crowd. If you don't want the added commentary or game tunes, you can turn them off. The players themselves have amazingly accurate moves, all fully rotoscoped, and the animations are very, very cool. You'll see helmets getting knocked off, a terrific helicopter spin and some fantastic end-zone antics.

The game is for one or two players and will let you save configurations. Once you've won the Super Bowl you'll qualify to take on 10 of the greatest teams of all time. The teams included are: the '67 Packers, the '68 Jets, the '72 Dolphins, the '76 Raiders, the '77 Cowboys, the '78 Steelers, the '84 'Niners, the '85 Bears, the '86 Giants, and last, but not least, the '92 'Skins. The list itself is incentive to take a team to the Super Bowl!

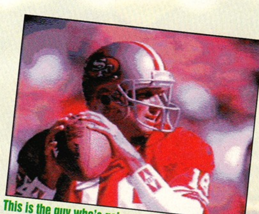
Overall, it's not just the terrific stats or the fantastic sounds that make this such a great title—it's the three-dimensional environment. The impact is spectacular and it allows a real close to the action, smell-the-grass perspective. From kick-off to the final play, this is a true football game for true football fans.



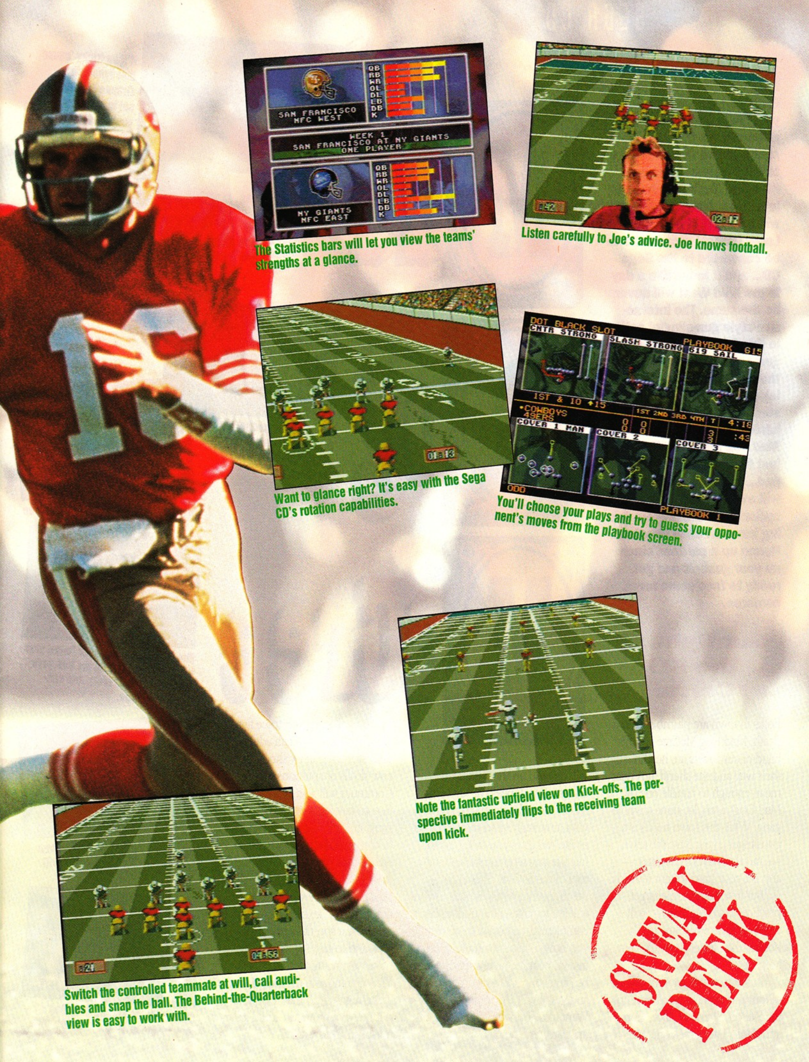
Pick out your receiver and let it go. The Behind-the Quarterback view on your pass attempts gives you a real quarterback feel.



It's up....it's good! Can you hear the cheers?



This is the guy who's going to give you all the great advice. He's all Joe.



The Statistics bars will let you view the teams' strengths at a glance.

Listen carefully to Joe's advice. Joe knows football.

Want to glance right? It's easy with the Sega CD's rotation capabilities.

You'll choose your plays and try to guess your opponent's moves from the playbook screen.

Note the fantastic upfield view on Kick-offs. The perspective immediately flips to the receiving team upon kick.

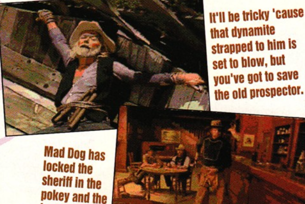
Switch the controlled teammate at will, call audibles and snap the ball. The Behind-the-Quarterback view is easy to work with.

SNEAK PEEK

OVERVIEW

Grab your six-shooter — or your Sega Menacer — and get ready for the Wild West shoot-'em-up that promises to beat all shoot-'em-ups: *Mad Dog McCree* is headin' into town. *Mad Dog McCree* will be the first of American Laser Games' arcade hits to be converted to the Sega CD... and it looks like a day in the Wild West will never be the same. The interactive-style gun-slingin' action in this full-motion video game will make it great for the Sega Menacer. This level of player interaction is something Sega gamers are hankerin' for. Of course, *Mad Dog McCree* will play just fine with the control pad... just a little tamer. You will even have a two-player option, with the players taking turns on each shootout. Round up a pardner, cinch up your gunbelt and get ready to face some mean hombres.

Mad Dog McCree



It'll be tricky 'cause that dynamite strapped to him is set to blow, but you've got to save the old prospector.

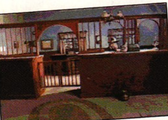
Mad Dog has locked the sheriff in the pokey and the bartender has the keys.



The blisterin' gunfire set to break out here will make your trigger finger itchy for more.



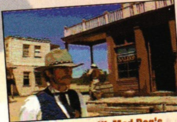
Looks like you're outnumbered three to one.



Show 'em how well your target practice has paid off. Peg the bad guys holding the bank clerk and customers hostage.



Watch your back! You never know when one of Mad Dog's men will show up.



Stick with the sheriff. Mad Dog's men just love target practice with tin stars.

Gunfight at the KO Corral

Folks in town are plumb scared to death. Mad Dog McCree and his band of cutthroats are headin' their way and the sheriff ain't near mean enough to handle one of Mad Dog's men, let alone a whole gang. What this town needs is a gunslinger... you. Save the town — and the Mayor's daughter — and get your hard-fought rewards.

But first, get in some target practice. *Mad Dog McCree* will give you plenty. Just line up the bottles, then let 'er rip with your Menacer.

In town, you'll get your choice of four different areas to clean up: the Saloon, Sheriff's Office, Corral and Bank. The game's outcome will depend on the paths you choose. Sneak peeks at *Mad Dog McCree* reveal it is jam-packed with amazingly vivid movie deaths of the bad guys you exterminate, like the guy who tumbles off the roof of the Saloon. Shoot one of the innocent townspeople and you will see footage of the undertaker completing the burial, then telling you how many remain of the original 62 people you're supposed to be protecting. Get killed yourself and you'll visit the undertaker. Want to be buried with your boots on, pardner?

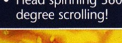
You will start with three lives and six bullets. You can add to your store of lead by shooting any cow skulls or spittoons you see. Continues will also be available. Rescue key folks from Mad Dog's gang and they'll give you hints on how to proceed next. You'll visit eight stages of the Old West in all. And this is authentic Old West — *Mad Dog McCree* was shot on location in New Mexico, which lends the game a spectacularly realistic look and feel.

So, get ready to grab your Menacer and join the crowd that's gathering to send Mad Dog scurrying. What more fun could a varmit-bustin' kid want?

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!





Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA CD™



Renovation Products, Inc.
4655 Old Ironsides Dr., Suite 265
Santa Clara, CA 95054

THE TERMINATOR™

OVERVIEW

The Terminator has been a popular figure in video games on all platforms the past year. Now he comes to the Sega CD in a version that definitely reaches The Next Level in graphics, sound and game play. Virgin Games' new *Terminator CD* is a winner! Take Kyle Reese from a future war between humans and mechanicals back to the past to protect Sarah Conner's unborn child. This explosive run-and-gun, single-player action title has spectacular graphics, an amazing QSound soundtrack, digitized intermissions from the film and terrific game play. You'll fall in love with this game faster than you can say "I'll be back."

If you saw the original *Terminator* film, you know the storyline. Kyle Reese is sent on a trip to the past by the leader of the Human Alliance. His purpose is to protect his future leader from an early termination while still in the womb of Sarah Conner.

Guide Kyle from a deadly future of bombed-out buildings, underground bunkers and mechanical killing machines to a past rife with crazed gangs, cops who don't understand, killers on every corner and finally—against the Terminator himself.



Take all the 1-Ups you find. You'll need them. The game gets very tough...very quickly.

If you play *Terminator CD* through your stereo equipment, you are in for a real treat. The recording was mastered using QSound™, a new technique that widens the listening area to give you full three-dimensional impact with only two speakers. When you fire Kyle's weapon, you'll hear the shot and the projectile hit in areas around you. This is quality beyond compact disc-based digital stereo.

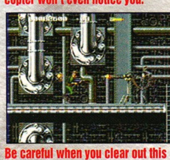


One grenade will take out these metal arachnids. Just be sure you are back far enough when you throw, because the grenade will arc over your enemy if you are too close.

On your way through you'll collect plenty of health bonuses, weapons power-ups and grenades. The background graphics have scads of parallax scrolling. Kyle has amazingly realistic movements that are fully rotoscoped, created using the most recent Silicon Graphics technology. Just watching his trench coat flapping is a real treat. *Terminator* adds up as one of the best action titles on the Sega CD this year. Battling mechanized warriors has never been so much fun.



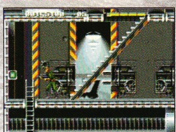
Duck behind the jeep and the helicopter won't even notice you.



Be careful when you clear out this big machine gun. You have the Terminator to contend with next.



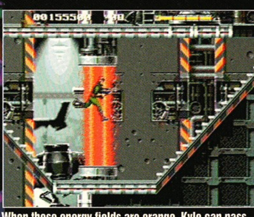
At the end of level three, you'll find a big mechanical laser. You need it to open the right-hand wall by firing at you. Stay low and jump the blasts. Go right when he has opened a two- or three-shot hole.



This proximity alarm calls out the troops. Take it out quickly.



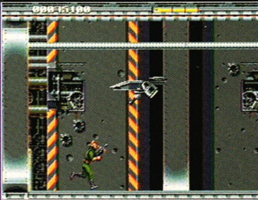
Duck and fire on the diagonal to take out this Terminator.


When these energy fields are orange, Kyle can pass through safely. When they have a white center bar, avoid them.

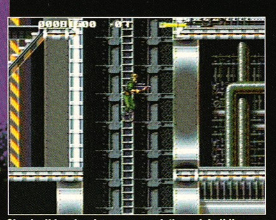
Avoid the firepits by jumping them. Then crouch and fire.

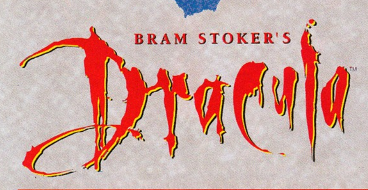

To take out level two's boss, fire constantly while hitting the Jump button. There are two target areas—one low and one high.

Grenades are your best offense against enemies like these. Keep a few in reserve.


Don't bother shooting these airborne weapons platforms. Duck the high ones and jump the low ones.

First Aid boxes will restore a part of your life meter. Take 'em when you find 'em, because you can't go back.


Check all levels when you search through buildings. You'll usually find Grenades, First Aid boxes and powerful exotic weapons.



OVERVIEW

***Dracula* on the Sega CD challenges you to enter the Prince of Darkness' dangerous, eerie world...and The Next Level in video games. *Dracula* from Sony Imagesoft uses the high-tech graphics and sound advances of the CD well. This one-player game draws heavily from the feature film *Bram Stoker's Dracula,* with digitized intermission scenes and stereo soundtrack from the movie, computer-generated 3-D models using blueprints from the movie set and digitized live actor modeling for the main character, Jonathan Harker. Harker's life-like movements combined with the 3-D graphics add an exciting realism to *Dracula.* There are places in the game where the background rotates as Harker turns a corner. *Dracula* on the CD is game playing at its best.**

As the 19th century vampire hunter Jonathan Harker, you will battle Dracula and his minions through seven spectacular levels. Ultimately, you must destroy Dracula and release your kidnapped gal Lucy, who has joined the undead. Your vampire hunt begins with Travel to Castle Dracula, a dangerous journey through a dark, eerie forest. Once you've traversed the forest, you enter Castle Dracula, where you battle evil of all shapes and sizes, including bog creatures, Dracula's mesmerizing brides and the Count himself — as a vampire bat. 3-D is used to good effect in Castle Dracula; the room rotates as you enter and exit. From the Castle, your quest continues to Hillingham Estate and Carfax Abbey, then on to the final battle with Dracula.

Defeating the Undead

Harker must rely on his wits and a combination of punches and kicks to defeat the undead. He has no weapons. He can jump forward, backward and straight upward. His punches are either a single-arm bash or a one-two punch using both hands. The speed of your taps on Button B determines the punch you select. Harker also has two kicks. Tap the kick button to execute a solid, punt-like kick, but tap the button quickly, and he'll deliver a vicious roundhouse.

Dracula delivers great arcade/action gaming in a format that takes advantage of the CD's strengths, though the game's play controls could be a little tighter. With first-rate graphics and sound, *Dracula* on the CD shows you what is possible at The Next Level.

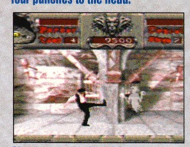
Just Review It

If there are enemies on screen when you try to exit an area, you will not be able to leave. Clear out the enemies first, then exit.


Jump carefully across the bog in the forest. Miss and you'll die a hot and grisly death.


Not only do you have to deal with different jump distances, you also will have to contend with flying enemies on this bridge.


Jump over the green acid slime that the skeletons spew and give them four punches to the head.


Ghosts cause quite a bit of damage each time they touch you. One hit will finish them.


This Level 2 mid-level boss can be taken out by ducking his overhead passes, then punching him eight times.

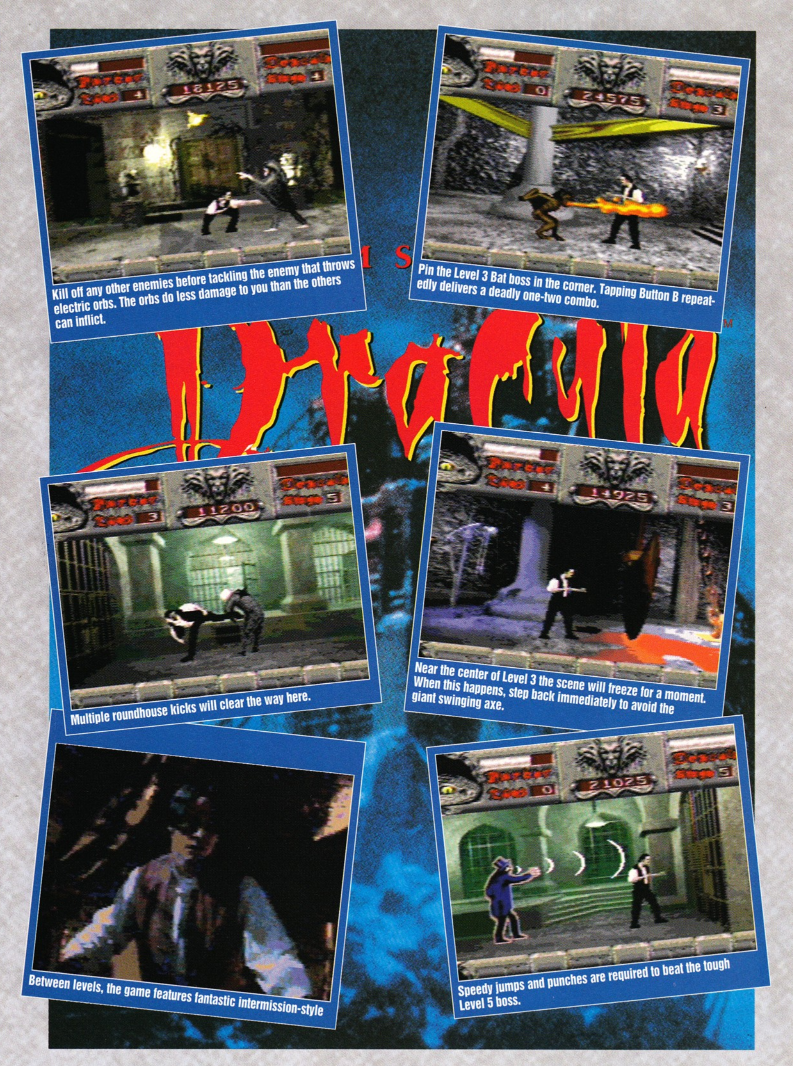

Scorpions inflict massive damage. Time your kicks right.


3-D skeletons are part of the background. They look menacing, but aren't a threat.


All the birds in the early levels can be taken out with a punch. Birds you run into at Level 4 and beyond will require a roundhouse kick.


Fight the Level 4 boss this way: Duck his overhead passes, punch him twice, then back off. Repeat as necessary.


When you see vines, immediately jump forward and kick them. If you walk forward they'll cause grave damage. The vines require only one kick.



Kill off any other enemies before tackling the enemy that throws electric orbs. The orbs do less damage to you than the others can inflict.

Pin the Level 3 Bat boss in the corner. Tapping Button B repeatedly delivers a deadly one-two combo.

Multiple roundhouse kicks will clear the way here.

Near the center of Level 3 the scene will freeze for a moment. When this happens, step back immediately to avoid the giant swinging axe.

Between levels, the game features fantastic intermission-style

Speedy jumps and punches are required to beat the tough Level 5 boss.



ECCO THE DOLPHIN™

OVERVIEW

His intelligence is legendary. His agility and power, a unique blend of strength and grace. He is *Ecco the Dolphin*, Sega's most famous underwater mammal. His expanded one-player adventures on the Sega CD will delight dolphin lovers and gamers alike.

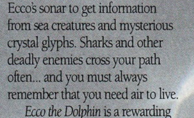
Ecco the Dolphin on the Sega CD introduces the use of 3-D sound for a gaming experience like no other. Because Ecco's undersea environment is a critical part of the game's beauty and challenge, Sega has added QSound™, 3-D stereo sound, to the musical score. When the Sega CD player is connected to two stereo speakers, QSound™ expands Ecco's environment into the room. This effect surrounds you with music and game sounds, immersing you in Ecco's undersea world. QSound, coupled with *Ecco's* complex game play and rich graphics, make *Ecco the Dolphin* a gaming experience all players will enjoy.

Echoes from the Deep

Ecco is a young bottlenose dolphin on a perilous quest across 33 massive levels to find his pod, mysteriously swept away in a vicious storm. This CD version features five new levels... and adds a few surprises to the levels familiar to Genesis players.

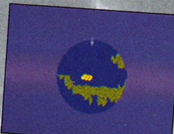
Ecco's undersea adventures expose him to the beauty, mysteries and dangers of the deep. His aquatic quest will take him to sunken shipwrecks, the legendary city of Atlantis and to Deep Gate, where it seems no air-breathing mammal can survive. You must rely on Ecco's sonar to get information from sea creatures and mysterious crystal glyphs. Sharks and other deadly enemies cross your path often... and you must always remember that you need air to live.

Ecco the Dolphin is a rewarding and spectacular game. It has a password feature to let you save your progress; you won't finish this game in one day. Think like a dolphin, move like a dolphin and, with QSound, live in the dolphin's world. *Ecco the Dolphin* is one of a kind.





This glyph will grant you the access you need to continue your quest. After singing to it, you have only to find the correct route.



Echolocation lets you track your position in the deep sea. Hold down Button A until your sonar bounces back.



This sunken ship is hiding more than buried treasure.



Find the glyph that will grant you passage to parts of the ocean no mammal has traveled before.



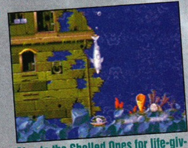
Some glyphs are as intractable as mountains. If your sonar won't move the glyph, swim around until you find one that gives you the power you need.



Some barricades are easily broken away. Button B gives you a quick burst of speed.



The slow-moving sea turtle serves a purpose for quick-witted dolphins. He looks big enough to use as a shield and heavy enough to drop like an anchor, no matter how strong the current.



Sing to the Shelled Ones for life-giving air.



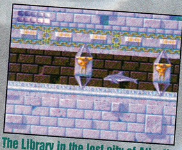
The Barrel has two special purposes. One use can save Ecco's life and the other will help him advance.



In the Wreck Trap stage, find the Power Glyph to the far left of the ocean floor. Ecco will become temporarily invincible.



Use your echolocation to find the glyphs hidden behind the rocks. You need their messages or their magic power.



The Library in the lost city of Atlantis has information you will find interesting. Find it.

Think and Move Like a Dolphin



Press Button A to activate Ecco's sonar. Use sonar to get special messages from the crystal glyphs and other sea animals. Hold down Button A for a map showing Ecco's location.

Button B makes Ecco charge. Use this with the D-Button to catch fish or to attack enemies.

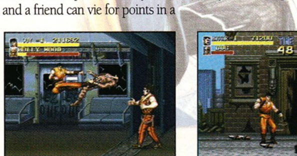
Button C is Ecco's swim button. Press C repeatedly to build speed, then hold it down to maintain your speed.

Final Fight CD

OVERVIEW

Fighting fans, prepare! *Final Fight CD* from Sega is on its way. This hard-punching, face-kicking, two-player fightin' title features six solid levels of street-brawl action. Fresh from the arcades, *Final Fight CD* for the Sega CD has new stereo sounds, a new two-player simultaneous mode and new areas. Join Mike Haggar, his soon-to-be son-in-law Cody and his buddy Guy, as they clear out the Mad Gear Gang and rescue Mike's daughter Jessica. It's a fist-to-face frenzy!

You and a bud can choose between Haggar, Guy and Cody to head out and kick some Mad Gear booty. You'll bust your way through the Slums, the Subway Park, the West Side, an Industrial Area, Uptown and the Bay Area. There's a fantastic new feature, the Time Attack option, where you and a friend can vie for points in a whole new stage and either work together or against each other in a timed, furious bout. The punch and kick combinations and back-breaking throws have never been better. This color-filled CD has a digital soundtrack that will rev your engine. *Final Fight CD* is definitely combat supreme.



Jump-kicks and throwing knives are most effective against knife-wielding bad guys.



When taking on the Slum Boss, hang out by the door and take out the henchmen as they enter the level.



Here's a winning strategy to beat the Samurai. Avoid the Samurai's dashes, kick him in the head, and grab his sword. Repeat as necessary.



Collect points in the bonus rounds. If you enabled the feature on the Options screen, every hundred thousand will get you a Continue.



You'll find food throughout the game. It gives you a recharge on your energy bar. Use it strategically by waiting until you are low on energy before grabbing the snack.



Sometimes, you'll find it most useful to use your enemies as a weapon. Toss them at their nasty friends for great effect.



When you're brawlin' with Eddie and his life meter is running low, watch out. Bullets will soon be flying!



In this Sega CD exclusive Time Attack area, decide in advance if you are going to work with or against your pal.



In many areas you'll find that just standing in the center and wailing away with the pipe will clear the area nicely.



Leaping kicks will floor your opponents each time they try to stand up.



In the last stage, the Bay Area, you'll go up against consecutive groups of each individual type of enemy. Remember how you beat them before and use the same strategy to beat them up again.

Just Review It

PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.

Coming soon for Genesis and Game Gear.



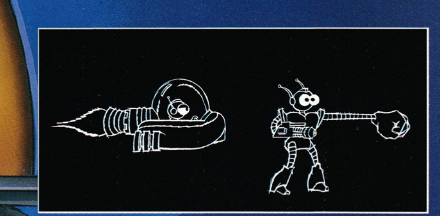


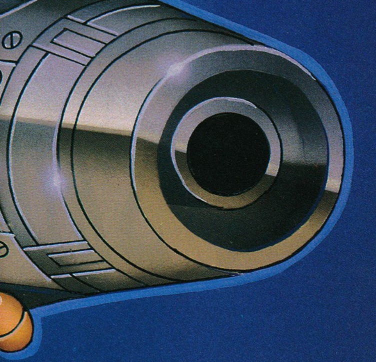



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I'M B.O.B., AND THIS IS MY G.U.N.

I've got two years left on my warranty, but it won't cover half the grief I've got coming. Most of these hall crawlers don't know me from a toaster, but they still keep trying to cut my power in more ways than Dad ever warned me about. I've got some pretty awesome firepower, and I can dish out as much as I can take. But I gotta tell you, a guy can only bounce back from so much. If I don't get outta here fast, I'll have to change my name to Shish Ke-B.O.B.







I've added on so many tricked-out gadgets, I don't know which parts were factory original anymore.



I can get along with pretty much anybody, but if I have to I've got six flavors of firepower to clear the corridors.



With forty-five levels between me and the door, getting there will be half the fun.





OVERVIEW

Time to pick up your sword, dust off your spell book and jump into a land of myth and magic. Sega's new *Shining Force* is a grand, sweeping battle adventure against Dark Dragon and ultimate evil. This role-play blockbuster gives you direct control of more than 30 characters! *Shining Force* is a giant of a game with eight chapters filled with adventure, magic and science fiction.

Review It

You are a young swordsman-in-training in the village of Guardiana. The Gate of the Ancients, which was sealed a thousand years ago, is in danger of being re-opened. Dark Dragon seeks a return to the world so he can again spread terror and evil. Guardiana's historical task is guarding the Gate. The king has asked for a select group of highly skilled young warriors to undertake a dangerous mission. You are in charge of this group, known as the Shining Force. Your task? Fight Kane, leader of the armies of Runefaust, and prevent the return of the Dark Dragon. Good luck and good hunting.

Shining Force is broken up into eight different chapters starting with Runefaust Invasion. The interface makes it easy to exchange items, use magic, search for treasure and other items, and move your characters around at will, especially in towns. In combat, character movement is determined by status and the surrounding terrain.

A big change from typical role-playing fare is that when you lose your main player life — which can happen often if you're a beginning player — you keep your experience points and any new levels gained. This makes *Shining Force* a winner of a game for players of every skill range. Though strategic players will get farther faster, hack 'n slash players also eventually win by virtue of ever-increasing strength and magical powers.

Terrific 3-D battle-screens, stereo sound and highly tactical RPG action round out the cart. The battles take place over a wealth of different scenic areas. Each region is shown in detail when you enter fighting scenes. You'll find many different power-ups in your travels — speed rings, resistance potions, power potions, shower of life spells and plenty of new weapons that can't be bought in the stores.

A Force of 30

Unlike most other RPGs, you begin with a ready-made group that joins you immediately at the start of the game. Your first adventurers are Luke the Warrior, Ken the Knight, Tao the Apprentice Mage, the Elven Archer Hans and Lowe the Priest. Their skills are diverse enough to get you through the first few battles without too many sudden deaths and raisings from the dead. During the course of the game you'll collect over 30 different Knights, Mages, Priests, beasts and other character types, each with different strengths and abilities both magical and non-magical. You can play these characters in any mix of 12, and change the mix when in towns.

You'll find that this game has more twists than a Hitchcock movie. Each time you think that you've got Kane and avoided the Dark Dragon's return, Kane will mysteriously slip through your fingertips! But keep at it. *Shining Force* is worth every minute.



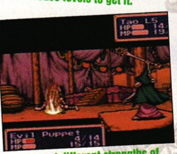
Remember to visit the Friar as soon as possible upon completion of a battle. Have him raise any dead comrades before saving. If you end up in a surprise battle later, you'll have your whole force available to fight.



Learn to treat each battle differently. Sometimes it is better to split up your force into two or three distinct fronts. Other battles will be better fought as a single unified force.



Build your magic users' experience points as quickly as possible. They have very little defensive power and must increase levels to get it.



You can set different strengths of spells before letting them fly. Don't waste magic points by using a powerful spell on a weakened enemy.



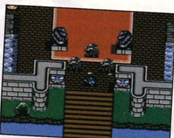
Priests are more important as you gain in levels. Build them up as quickly as possible and they'll have greater magical abilities, and will be able to use them at a longer distance.

SHIN

Once your magic users gain additional levels of spells, they can target multiple enemies with each cast.



In Chapter 2 you'll find some warriors who are Birdmen. These winged warriors are really useful because they can go anywhere.


When you're stuck and can't seem to go any further, search everything again. Try other towns on the map. Talk to everyone. There is a solution!



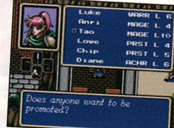
As soon as you are able, upgrade the weapons and strengths of those in your force who can attack from a distance.



This game gives you the chance to sell almost anything. When you are bogged down with useless items... sell, sell, sell!



After each battle, visit Nova at headquarters and get Advice. He'll tell you how best to proceed with the next fight.



Once you have members of the Force past level 10, they can be promoted to a new character class. While you can do this right away, it is better to wait until your characters are at level 14 or 15, because the new class will be at level 1.



In the battle for Alterone, either fight with all the Force to the right side of the screen or take the far left path to Alterone. This way you won't have to deal with Snipers and Giant Bats while trapped on a bridge.


When preparing for battle, let your priests hang back. They have little defensive power. Move them forward when you get the chance to let them finish off nearly killed enemies. This way, they'll get experience points not related to magic use and become stronger much more quickly.

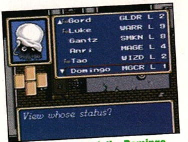


At the Weapons Stores you can both buy and sell items. Try various items throughout your troop to see if they improve their stats and to verify that they can use them.

ING FORCE



Certain members of your force will have the ability to attack from a distance of two or three squares away from your enemies. Be sure not to place them in immediate proximity as they cannot attack adjacent squares and can't defend themselves very well.



Don't forget to hatch the Domingo Egg. Once you have Domingo, he can fly over walls and work some pretty amazing magic. For instance, the Desoul spell, which pulls the soul out of living enemies, makes them expire immediately.



After a character has been promoted, try him with weapons that may have been previously unusable. The result could be a much stronger character.



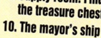
One of the most strategic decisions you'll make is deciding among the 30-plus characters that you will eventually have available for battles. Check their stats carefully and don't hesitate to replace a member who is consistently a problem.



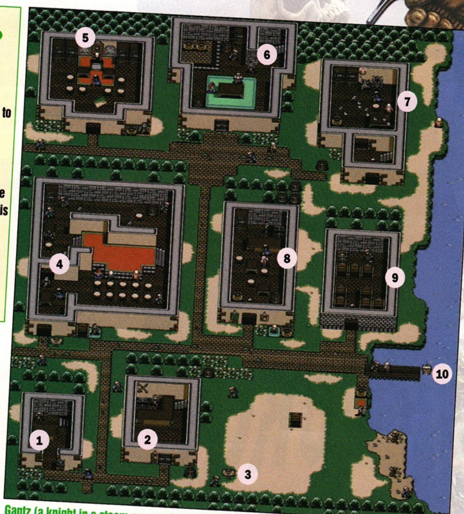
Push this cart. You'll make someone grumpy, but you'll also find treasure.



You'll collect lots of magic users. Use them all on your team. It's worth the time to raise them to reasonable levels. With a team that's half mages and half warriors, you have real fighting magic!



1. Headquarters
2. Weapon Shop
3. This sign announces what is to happen at this empty lot
4. The Theater
5. Friar
6. The mayor's home
7. An inventor and his steam suit
8. Item shop
9. Supply room: Find the treasure chest
10. The mayor's ship



Gantz (a knight in a steam-powered suit) joins your party fairly early. This guy is worth having as a member of your Shining Force. He can take amazing non-magical punishment. Raise his levels as quickly as possible and he'll help you a great deal.



When you've won the battle at Alterone, talk to the King. He'll tell you to pull the dragon's head ornament on the wall in the castle. A secret passage will open under the waterfall.



Put your strongest fighters up against enemies using magic. Magic users generally don't have much in the way of defense and you can kill them quickly with a powerful fighter.

Alterone Castle – Lower Level

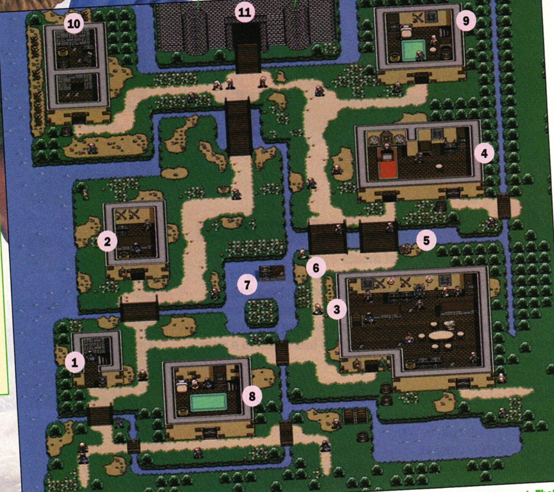
1. Meet the Alterone King here
2. Alterone Dungeon (jail)
3. Friar
4. Secret passage: will be revealed after meeting Chip
5. Treasure Room



After you've explored the town, you'll end up in Alterone's jail. Save with the helpful Friar you'll meet in jail and then search the prison cell very carefully. Someone will arrive to help you get out via a secret passage.

Alterone Village

1. Headquarters
2. Item Shop
3. Weapon Shop
4. Friar
5. Cart: Push towards girl at 6.
6. Girl w/new dress: She will push you in the water and you will drift to 7.
7. Treasure Chest
8. Underground Treasure Room
9. Underground Treasure Room
10. Treasure Room
11. Alterone Castle



Search the entire village before talking to whomever you are supposed to (in this case, the king of Alterone). That way if you end up in a battle, you've already gathered what you need from the town. In this town avoid the king until you've talked with everyone else, done your shopping and saved. Don't forget to re-explore the village upon winning the battle.

Cool SPOT™

MORE

OVERVIEW

Last month *Sega Visions* gave you an eye-popping review of Virgin's *Cool SPOT*, one of the best titles to come down the Genesis road this year. With its awesome graphics, pumping music and edge-of-your-seat game play, *Cool SPOT* has became a cool standard in the hippest gaming circles.

Those of you who have played *Cool SPOT* know just how massive each of the 11 levels really is. With complicated twists, turns and obstacles...and working against the clock...making progress is a challenge worthy of the sharpest gamers. The object is pretty simple. Free your SPOT buddies from the black-and-white checked cap ture cages of Wicked Will, a collector of rare stuff. Before you can free your friends, you must collect a certain number of Cool SPOTS. And you must do it before time is up. This is no Casper Milquetoast game.

Return of the Monster Maps!

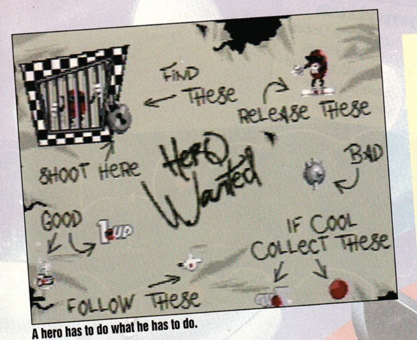
The big question is...so how do you get through these really tough levels? Simple. You read the maps. What we have here are three of the toughest levels of the game, laid out in a style that will give you a solid idea of what to do, where to go and how to get there. The rest—making leaps with split-second timing, blasting critters with bursts of 7-UP, and dodging and moving with skill that would make a ninja proud—is up to you! And do you really think we'd give you all the hints and tips? NOT! We're just pointing the way. Send us your hints and tips so we can let the world know just how good a *Cool SPOT* player you really are.



Toying Around

These toy shelves are filled with robots straight out of *Lost in Space*. It takes a lot of 7-UP to blast 'em. Chattering teeth and red baron biplanes round out the enemy list. This maze-like level will really put you to the test.





A hero has to do what he has to do.



D-Button moves SPOT around. Press Down to make SPOT duck. Press D-Button plus the Fire Button to make SPOT flick 7-UP bursts in all eight directions.

Button A: Jump or Fire
Button B: Jump or Fire
Button C: Jump or Fire
Buttons A, B and C can be configured to be the Fire and Jump buttons in the Option Screen
Start Button: Pause

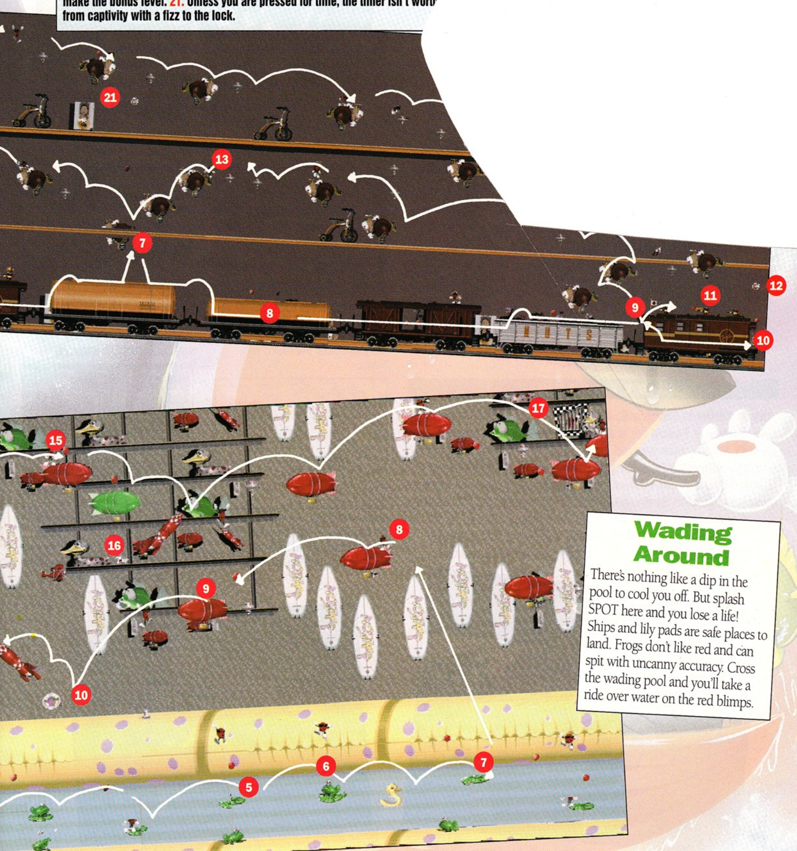
1. Start Here. 2. Not only is the room messy, but tacky too. 3. Climb this ladder to pile up SPOT bonuses. 4. Hidden treasures lurk behind boxes. 5. Crisp and clean...no caffeine! 6. Raise the flag to mark your place in the game. 7. Get behind these boxes. The reward is worth it. 8. Look in back of these boxes too. 9. Raise another flag. Lose a life and restart where you raised the last flag. 10. Play on this ladder for a double dose of Uncola. 11. You'll find wind-up toys waiting for an ambush here. 12. Search here for hidden treasure. 13. This rolling ball takes a lot of fizzing. Save some time and just roll through it. 14. SPOT another flag? Raise it high! 15. Refreshments pop up in the strangest places. 16. This is the last flag. From here on, you are on your own. 17. Don't pass up SPOT bonuses just because you have enough to go for the cage. Go for the bonus level! 18. Fizz the lock to free SPOT's friend from Wicked Will's cage.

Locomotive

Take a ride on the Virgin Express. Desperado puppets will try to block your way. Pretend you're Clint Eastwood, make it to the caboose and then take to the skies. Your SPOT amigo is waiting.

1. Start here. **2.** Jump left, fizz the froggies and move on. **3.** 7-UP logos will add to your SPOTs. **4.** If it's green, fizz it! **5.** Frogs sit outside the wading pool as well. **6.** Look before you leap. **7.** Follow some bubbles up to flying saucers and blimps. **8.** Have a glass of 7-UP to restore your strength. What else would SPOT drink? **9.** This is a good time to raise a flag. **10.** Bouncing bubbles pop SPOT higher. **11.** Bombing biplanes keep things hot in the skies. **12.** Look for a timer to turn back the clock. **13.** Find a logo...get more points. **14.** Someone say flag? Raise it high, SPOT! **15.** If you think you're stuck, just look up, down or a little further out. **16.** Add this 7-UP logo to your points. **17.** You have made it to the cage. If a hand is pointing you away, it means you do not have enough Cool points. Backtrack until you get a message, then try it again!

1. Your ride starts here. 2. There's a 7-UP bonus on the cow catcher. 3. Some railroad cars have valua
low road to avoid fire from the bandits. 5. There's dots behind that there tennis ball. Watch for the min
cargo car to find a 7-UP Glass...and full strength. 7. Some large balloons hide surprises. 8. Stick to the
9. Raise the flag to avoid a lengthy repeat train ride...if you don't make it the first time. 10. A glass of
may leave a little loot behind when you fizz them away. 12. Time for timers. Turn back the clock here
blimps. 14. Treasure, treasure, everywhere! 15. Flying saucers will give you a lift. 16. Raise this seco
column of 7-UPs will add up. 18. Them bandits seem to be everywhere! 19. This glass of 7-UP is
make the bonus level. 21. Unless you are pressed for time, the timer isn't worth
from captivity with a fizz to the lock.



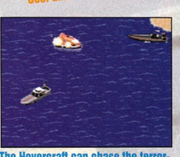
Wading Around

There's nothing like a dip in the pool to cool you off. But splash SPOT here and you lose a life! Ships and lily pads are safe places to land. Frogs don't like red and can spit with uncanny accuracy. Cross the wading pool and you'll take a ride over water on the red blimps.





Cool animated sequences add to the combat realism.



The Hovercraft can chase the terrorists on land and sea. Blast these powerboats with missile fire. They're carrying deadly plutonium shipments.



Your briefing at the White House is interrupted by the news of a terrorist attack on the city. First stop — protect the National Monuments.

OVERVIEW

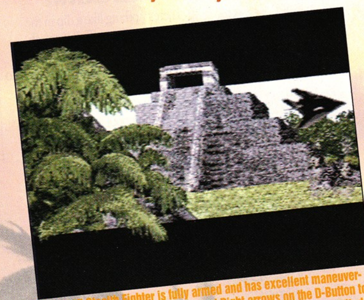
Jungle Strike is Electronic Arts' answer to action/simulation fans who hoped for a sequel to match EA's popular *Desert Strike*. Jam-packed with a big 16 megs of realistic combat action and exciting military muscle, *Jungle Strike* is billed the sequel to *Desert Strike*, and it takes its legacy seriously. *Jungle Strike* boasts arcade-quality scrolling play fields and booming digital sound. The game play is intense, with nine huge, complex missions you have to complete and four different military vehicles you have to master.



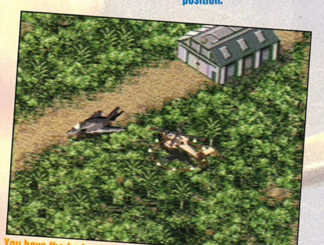
Rescue Wild Bill, the best co-pilot in the business, at the Snow Fortress prison compound. Watch out for multiple fire from the Guard Towers.



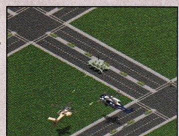
Press Start to bring up the intelligence map, which details the location of targets and supplies, briefs you on your mission, and tracks your ammo supply and armor level. Use the map frequently to track your position.



The F-117 Stealth Fighter is fully armed and has excellent maneuverability and top speed. Use the Left and Right arrows on the D-Button to move from side to side. The Up and Down arrows change your altitude, enabling you to fly under obstacles.



You have the bad guys on the run in the River Raid mission. Liberate the Stealth bomber at the jungle airstrip (under the tarp) to help you wreck their weapons capabilities and drug fields.



In your last mission, Washington, D.C. is under heavy siege. Your first job is to escort the President's Air Force One chopper out of the city. Neutralize the oncoming opposition until it's safely away.



Knock out the training camp's radar screen by blasting the mobile radar trucks. Hit the tanks guarding them first, though — these tin cans can rip you to shreds in seconds.



Clear the streets of the capital of enemy firepower, then hunt down the escaping Madman and Drug Lord. Another threat will soon erupt: 18-wheelers loaded with nuclear weapons are bearing down on the White House!



This isn't your grandparents' RV and the guys manning it aren't a group of sight-seers. The terrorists' Heavily Armored RV (HARV) has deadly firepower to back up its nearly impenetrable armor. Shower them with missiles before they dust the Washington Monument.

Use the Gun on non-hostile targets like the Ammo Trucks. Save your high-powered firearms for the tough targets.



Track the Drug Lord to his mountain villa, then shower it with gunfire. Be alert to the camouflaged tanks lurking about the perimeter. Watch your altitude around the mountain peaks.



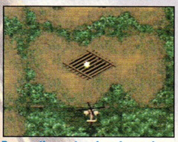
Penetrate the mountain airstrip and destroy the runway and the enemy Stealth fighters. Keep a close eye out for attack helicopters and mobile cannon. Hit them first — and hard!



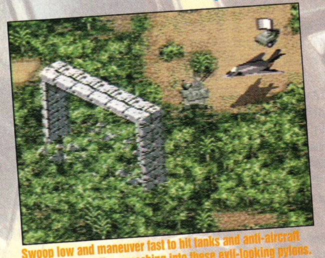
In the Night Strike mission, you fly by the seat of your pants until your missile fire lights up the jungle night. Pick up flare-waving POWs. Beware of roving attack helicopters.



The Drug Lord has some nasty tricks up his sleeve, like hidden intercontinental missiles. Destroy them at the Depot. Beware of roving helicopters.



Rescue the captured nuclear scientists rotting in the terrorists' prison pits. Pick them up and return them to the landing zone.



Swoop low and maneuver fast to hit tanks and anti-aircraft guns while avoiding smashing into these evil-looking pylons. With some fancy flying you will be able to find the field with the row of Extra Lives between the extra large Death's-Heads.

Revenge is the name of the game... and Ibn Kilbaba, the son of the Desert Madman, will stop at nothing to avenge his father death, including blowing up Washington, D.C. His vengeful quest is aided by Drug Lord Carlos Ortega. Their plans to bring the West to its knees will chill your blood... but then you're the only fighter pilot cold-blooded enough to take them on single-handed.

Against All Odds

Your mission is to stop the terrorists before they assemble and deploy a nuclear bomb to erase Washington, D.C., from the map. You will fly nine hard-hitting campaigns and cover more than 50 missions. From the terrorist-infested streets of Washington, D.C., your campaigns take you deep into dangerous jungle mountains, across oceans and rivers, and atop snow-capped peaks in your search for captive scientists, drug labs and plutonium plants. Your final mission leads you back onto American soil as you attempt to rescue Washington, D.C., from terrorist siege.

Your military machinery and firepower are more than a match for the terrorists. Most missions will be successfully completed using your state-of-the-art Comanche Attack Chopper, but you'll commandeer an Attack Hovercraft, F-117A Nighthawk Stealth Fighter and Special Forces "Rattler" Assault Motorcycle during three campaigns. All vehicles are heavily armed with massive Hellfire and rapid-fire Hydra missiles, Bombs, Water Mines, Land Mines, Chain Gun or Machine Gun.

Jungle Strike's complex missions, heavy combat action, realistic digital sound and first-rate graphics make for a sensational game. Action/simulation fans, enlist for *Jungle Strike* today.

MiG-29 FIGHTER PILOT™

OVERVIEW

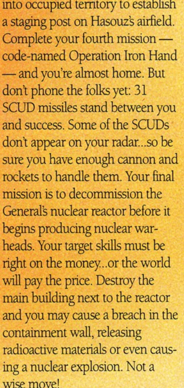
With the fall of the Iron Curtain, Russia's hottest and most formidable multi-role fighter, the Mig-29, now falls into your hands. *Mig-29 Fighter Pilot*, from Domark, will give flight/battle sim fans their fill of combat-heavy action and precision flying. And the use of polygon graphics makes for blazing speed as you zoom through the game's three-dimensional terrain. Gamers who are technically inclined know that polygon graphics provide the fastest scene changes for first-person games. By breaking scenes down into collections of polygons, the computer can manipulate them at a faster rate, making for greater speeds without loss of detail.

You are in charge of spearheading NATO forces against General Hasouz, leader of a Middle Eastern state called Arzaria. Hasouz has invaded Sautar, an oil-rich principality, and now controls 25 percent of the world's oil supply.

You'll fly a series of intense combat missions to liberate Sautar. But first get your feet wet with Training Missions. Once you're in full control of the Mig-29's awesome firepower and maneuverability, you're ready to head east...and into your first dangerous mission.

Mission: Impossible

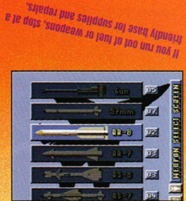
Your missions will take you into deadly enemy airspace as you take out the General's communications system, over treacherous waters to



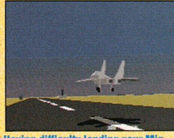
rescue a captured sub and directly into occupied territory to establish a staging post on Hasouz's airfield. Complete your fourth mission — code-named Operation Iron Hand — and you're almost home. But don't phone the folks yet: 31 SCUD missiles stand between you and success. Some of the SCUDs don't appear on your radar...so be sure you have enough cannon and rockets to handle them. Your final mission is to decommission the General's nuclear reactor before it begins producing nuclear warheads. Your target skills must be right on the money...or the world will pay the price. Destroy the main building next to the reactor and you may cause a breach in the containment wall, releasing radioactive materials or even causing a nuclear explosion. Not a wise move!

While SCUD hunting, refer to your map often. Your mission objectives will appear as flashing yellow dots.

If you run out of fuel or weapons, stop at a friendly base for supplies and repairs.



Tailor your weapons selection toward your mission requirements. If attacking ground targets, stock up on air-to-surface missiles and rockets.



Having difficulty landing your Mig-29? Use the Autoland option for a picture-perfect landing.



Make sure the target indicator is red before firing a guided weapon. Your chances of a hit increase to 90 percent.



If you need help with aerial refueling, select the Auto Refuel option.



Hitting the sub during Operation Blue Sea-Sprite will cost you. The tugs are your targets.



Dispense chaff and flare decoys when you get an enemy missile launch message. They will divert enemy missiles.



Use different view options to scan areas around you for enemy targets.



Wiping out perimeter defenses before destroying your primary target will ensure you don't get caught in a deadly gauntlet.



Your afterburners will get you out of trouble in a hurry. But if you don't watch your fuel gauge, they will get you back into trouble just as quickly.



Rivers and roads make good land markers when you're trying to pinpoint a target.

Watch out for other structures in the area when attacking ground targets. You wouldn't want to run into a building after you've secured your safety from ground attacks.

Feel the need for speed? Pop the afterburners, release the brakes, then pull back on the stick at about 400 mph.

Fly the Training Mission to practice your dogfighting and ground attack skills, as well as your landings. The control pad icon in the top left of the screen will assist you.

S-270 missiles inflict deadly force on ground targets... especially ones that are undetected by radar.

Just Review It



Pay attention to your group commander during the mission briefings. Certain mission objectives must be met for you to go to the next level.



To select a weapon, hold the B Button down, then use the D-Button to highlight the weapon you want. To select targets, tap the B Button until the target you want is highlighted by the indicator box.



Make sure your brakes are off during take off. The X indicates Off and the check mark indicates On. Remember to retract your landing gear once you're airborne.



Fire your AS-7 and AS-8 missiles on ground targets. The AS-7 are short-range surface-to-air missiles; the AS-8 will take out longer range targets.

You can only refuel and Autoland at friendly airfields.

F-15 STRIKE EAGLE II®

OVERVIEW

F-15 Strike Eagle II **by Micro Prose is a flight/battle simulation that puts you behind the stick of America's most radical jet fighter, the** ***F-15 Eagle. Starting*** **as a second lieutenant, you must fly six detailed combat missions in areas ranging from Libya to Europe, destroying targets like Nuclear Power Plants, Enemy Bases and Patrol Boats. Your F-15 Eagle fighter is armed to the teeth with Sidewinder, AMRAAM and Maverick Missiles, as well as Cannon. And you'll need them all, because the skies ahead are filled with the deadliest fighters in the world, from the Russian Su-27 Flanker to the French Mirage F-1. You'll even go wing-to-wing against American fighters such as the F-4 Phantom and the F-5 Tiger...in enemy hands, of course!**

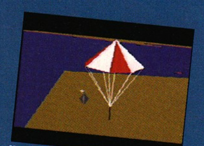
F-15 *Strike Eagle II* has four difficulty levels — Rookie, Pilot, Veteran and Ace — to accommodate all skill levels. Options allow you to customize the game to your playing style. The game features the Heads-Up-Display view of an F-15, complete with boxed target grids and a lock-on tone that will give you white knuckles. It plays equally well for those who like to fire a missile, then jink to safety, or for those daredevils who like to ride an enemy's exhaust with cannon blazing.

The realism of this combat sim is intensified by ground attacks from fixed and mobile surface-to-air missiles. If a missile locks onto your fighter, wait until the last second to use your chaff or flares, since if one missile finds you, more follow. Multiple lock-ons tend to be the rule. While waiting until the last second to take evasive maneuvers is risky, it's necessary since your chaff and flares only stay active for a short period of time. You cannot use another until the decoys have burned out.

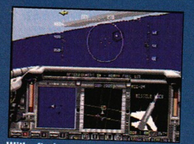
Quick wits and reflexes...as well as the ability to keep cool under pressure...are a must for survival. If you succeed there are medals and promotions in your future. If you fail, you just might get a job as a desk jockey. *F-15 Strike Eagle II* is a challenging game that will leave your palms sweating and heart racing. So put on a flight suit and come soar with the Eagles, if you dare.



If enemy missiles lock on to you, you will hear a constant high tone. Dispense a decoy (chaff and flares) to fool the missiles and keep them from blasting off your tail.



If the odds are overwhelming and your aircraft is being turned to Swiss cheese, don't be afraid to eject. It's better to survive and fight another day than to go down in flames.



With afterburners on, your F-15 can reach speeds approaching Mach 1.5. While this is great for outrunning enemy fighters or getting to a target quickly, this uses up lots of fuel. Keep an eye on your fuel gauge.



You can land at friendly Bases and Carriers to replenish ammunition and have your aircraft repaired.

Surface to Air Missiles can be disabled by destroying their tracking radar sites.



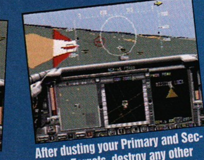
Press Button A and the D-Button Up at the same time to kick in the afterburners for a quick takeoff or to outrun an enemy fighter.



Your Cannon is effective against both ground and air targets. Just remember that it has a short range.



Wait until the hexagon missile indicator is red to increase your chance of a kill.



After dusting your Primary and Secondary Targets, destroy any other enemy targets you can find for extra points.



Use Sidewinder Missiles on enemy fighters that are close and AMRAAM Missiles on those farther away.



After an intense dogfight, access the map to pinpoint your present location in reference to the nearest friendly base.



Take out the toughest opponents first when facing several types of enemy fighters such as the Su-27, Mig 25 and Mig 29. It may make your day a little easier.

The radar site in the sky (IL-76 Mainstay) should be destroyed as soon as possible, since it can direct enemy fighters to your location.

Here are your Primary and Secondary Targets. Make sure you save some Maverick missiles for them.

When selecting a Game World, each successive mission is more challenging. Libya is the easiest, Europe is the hairiest.

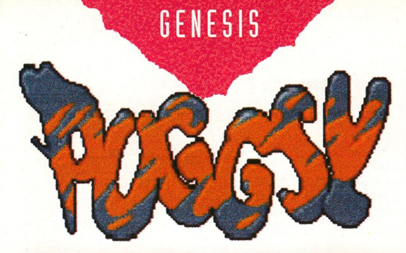
Travel low and fast to avoid some enemy radar. Just be sure to watch your altitude. The ground can come up awful fast.

Keep an eye on your tail when approaching a ground target. You may end up with a parade of enemy fighters behind you and a shower of gunfire and missiles heading towards your tailpipe.

After downing a Bogey, don't hang around to gloat. Where there's one, there's sure to be more. Get to the Primary and Secondary Targets. If you have time afterwards, then show them why the Eagle reigns supreme.

Keep in mind, if you destroy a Surface to Air Missile Battery on your way to a target, you won't have to face it on your way home.

Use the rear and side-view options to check for enemy fighters around you.



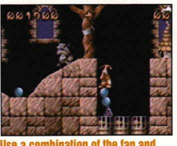
OVERVIEW

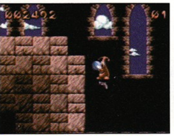
If you're tired of swinging swords, rescuing princesses, fighting dragons and casting spells, you'll want to take note of *Puggsy* by Psygnosis. This comic action cart is always fun, often hilarious and offers solid challenges for action and puzzle/maze gamers alike. *Puggsy* features crisp, colorful graphics, wonderful music and great sound effects. It even has a special Junior level for younger gamers.

The star of the game is Puggsy, an alien who has had his spaceship stolen by raccoons. The masked bandits have taken his ship to Raclantis as a trophy for their ruler. Puggsy's fun-filled quest takes place over 51 levels, through 17 locations. Defeat the five World Guardians and you get to battle the final Guardian for your ride home.

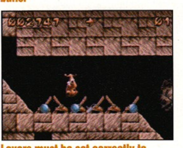
Each level of *Puggsy* is a puzzle. Most levels contain what are called "events." These take the form of switches, locks, ropes, cannons, etc. and are activated by using one of the objects Puggsy can pick up and use. Event/object combinations can be as simple as a key in a lock or as complex as setting multiple switches.

Some situations can only be solved by getting your enemies to help! In the Pyramids, for example, Puggsy must get the enemy character to follow him and solve the puzzle. Each of the locations, such as the Beach, Splinter Town and Star Fall Lake, contain multiple levels that get progressively more challenging.


Use a combination of the fan and bouncy ball to bounce out of the pit.


Guns bounce higher than bouncy balls.


Use the balloon to float and get the sneakers. Air Puggsy?


Levers must be set correctly to proceed.


Use objects to scale obstacles you can't leap over.


Use objects to activate levers.


Go left and pick up two barrels — one at a time if needed. Stack them slightly to the right of where you started the level. Jump on the barrels to be able to reach the area above you.


Replace the beak to exit.


A trove of treasure awaits you.





Rubber Ducky, you're the one.

Items can be hidden in huts.

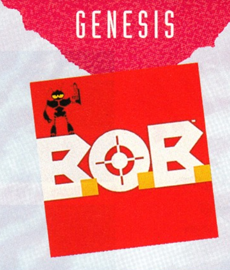
The shield will give you limited invincibility.

Throw the axe to break the support.

Puggsy is a lightweight alien. You'll need some extra weight.

You'll need the shield to get past the fish.

Pick up the gun (Button B) and Shoot (Button A) the enemies as you move to the right. You will come to a wall. Lift the gun (D-Button Up), then Jump (Button C). The gun should get caught on the lip of the rock face. Push the D-Button Down and you will pull yourself up the edge.



OVERVIEW

He's a bug-eyed teen-age android with antennae instead of ears, a gun to rival Rambo... and a major teen-age problem. He crashed his space-age wheels on Planet Goth and his blind date's waiting. Life in the next century doesn't get any easier if you're *B.O.B.*

B.O.B., from Electronic Arts, is 51 maze-like levels of laser-blastin', flame-throwin' fun that takes the teen android from the subterranean depths of Goth to the outer reaches of Ultraworld in search of a new set of wheels so he can make his date on time. B.O.B.'s search is hampered by a motley menagerie of space creatures, monsters and machines, including Floating Mines, Snout Monsters and giant Potato Heads. In each level, B.O.B. must find the teleporter that will transport him to the next level. Each level is timed, including the boss levels. After all, his date's not going to wait all night!

B.O.B.'s gun is an awesome arsenal-in-one. It carries ammo of varying firepower, from Single-shot (the weakest) to the powerful Wave. Or you can save your ammo and switch to the Punch, a large fist for hand-to-hand combat.

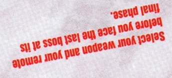
Remote Control

B.O.B. also has a supply of super-gadgets called remotes that help him out of jams. Remotes include the Trampoline; the Shield, a force field; and the Helicopter Hat, which makes B.O.B. airborne. B.O.B. can switch ammo and remotes from the inventory screen or the play screen. To switch ammo on the fly, hold down Button A, then press Button B to scroll. To switch remotes, hold Button C and press Button B.

B.O.B. teases your funny bone as much as it tests your skills. The excellent graphics depict B.O.B. as a melted B.L.O.B. or as incinerated metal-dust if you let his power bar or time run out. But B.O.B.'s sense of humor shines through even when something bad happens to him. The password feature lets you save your progress during the game. With so many levels and spacey monsters, *B.O.B.* spells big-time F.U.N.



Pick up all the bonus remotes you can in the early levels. Your max is nine of each. This bonus to the right of the transporter in Level 1 adds three Helicopter Hats to your arsenal.



Select your weapon and your remote before you face the last boss at its final phase.



Wrenches are power-ups. This one's on the second platform by the ladder. First you'll have to take out the Robot.



Leaping before you look will scramble B.O.B.'s circuits and cause hits to his power bar.



Some ammo is more effective than others. Single-shot ammo is the least effective; the Wave will wipe out everything. Save your heavy-duty ammo for the later levels.



Replenish your arsenal with bonus ammo. Pick up this Triple-shot bonus as soon as you enter Level 2. It's on the far right ledge.



Switch your ammo to the Wave when facing crawling creepies like this Crab and Crawling Bugs. It's killer bug spray.





Can't reach the Flame-thrower bonus? The Trampoline remote will boost B.O.B.'s bounce. Press Button C to use the remotes.

B.O.B.'s awesome artillery rivals Rambo. Your ammo choices include a Flame-thrower, Rocket, Wave and even a Punch for some hand-to-hand combat. Button A selects the ammo; Button C selects the remote.

A major meltdown occurs when B.O.B.'s power bar runs out. B.O.B. becomes B.L.O.B. Don't let history repeat itself.

Watch out for the invisible laser beam. It will sap your power bar in seconds.

B.O.B. becomes a dancin' fool when he finds the swirling orange teleporter. Yo, dude! Your date's waiting!

A few solid shots with Single-shot ammo or two good hits with the Wave will destroy the Level 9 boss. Don't miss the Triple-shot and Rocket bonuses by the platform to the left.

B.O.B. picks up a set of space-age wheels in Level 7. Stay away from the high-voltage areas or your joyride will soon be your last ride.

B.O.B.'s a pretty versatile android... he can climb and shoot at the same time. Take out the Ceiling Cannon 'cause it's where you want to be.

Find the rechargers and B.O.B. can get a quick pick-me-up. To find this one in Level 3, take the elevator to the bottom floor and go left.

This boss has to be destroyed in stages. First, shoot the giant fists that are trying to crush you. Next, direct hits to the head will take out the body and head. Don't miss out on the bonus ammo that pops up.

GENESIS

ROCKET KNIGHT ADVENTURES

Just Released

Sparkster's cool moves are his trademark. Holding down and then releasing the Attack Button unfurls Sparkster's spinning slash attack. This move is guaranteed to wipe enemies off the screen. Sparkster's super rocket blast jets him across chasms, into treetops and out of trouble in a jiffy. To blast off, just hold down the Attack Button until the energy bar flashes, then press the D-Button. Release the Attack Button and the Rocket Knight becomes the Rocket Jock!

Rocket Knight Adventures propels you into the Kingdom of Zebulous, a magical land whose weather — and destiny — are controlled by the Pig Star, a computer satellite. The Pig Star is secured by a key whose location is known only by King Zebulous and his daughter, the Princess. Sparkster, the most heroic of the Rocket Knights, zips across the land with his jet pack, safeguarding the key from Axle Gear, the Black Knight.

A Kingdom in Peril

Axle has kidnapped the Princess. Sparkster must free her before she reveals the key's location... but it won't be easy, even for a Rocket Knight.

Rocket Knight Adventures takes place across eight big stages and more than 30 levels. From the Forest, where Sparkster's adventure begins, the powerful possum burrows through the dangerous Caves, then rockets skyward to the Air Battleship and on to the Empire Capital City. Before he can free the Princess, Sparkster must battle hordes of paratroopers and futuristic metallic monsters that do everything from hurling spiked balls to shooting laser beams.

Rocket Knight Adventures is a well-crafted game. Much work went into the development of Sparkster as a super hero who's really just a regular dude when the jet pack comes off. The game has two difficulty levels to challenge all levels of players. *Rocket Knight Adventures* will soon have you "playin' possum," too.



They're ugly, they're green and they travel in packs...



...but these putrid paratroopers are no match for the Rocket Knight's super move. Hold the Attack Button down, then release it to unleash this maneuver that will send the bad guys crying for their mommies.



When you weary of fighting bad guys, grab an apple to replenish your life line. This one is at the top of the last tree before the wall in Stage 1.

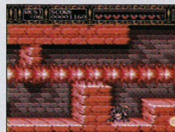


Bananas are perfect possum food. Grab 'em to restore your life line before you fight the fiends who torched the castle.

Whenever it seems there's no place for Sparkster to go, try blasting him to the right or in a diagonal direction. There's usually something up ahead for him to land on.

OVERVIEW

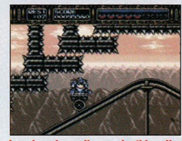
It's a bird! It's a plane! It's a... rocket-propelled opossum? The latest video game super hero to blast off on your Genesis is a little guy who brings new meaning to "playin' possum." Sparkster, star of Konami's action/adventure game *Rocket Knight Adventures*, is a space-age opossum with a long tail that he can swing on, a mighty sword he uses Ninja-style and the coolest mode of rocket-propelled travel ever.


Don't let Rocket Knight's suit of armor become the oven he's baked in. Time the fireballs, stay low when they're spewing, then rocket outta there as soon as the fire lets up.

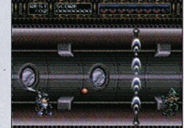

This guy takes a good many hits to render him useless. You can't beat the little spiky critters, so go after the red one.


The only way out of this sticky situation is to blast straight across or diagonally to the next vine.


Blast to this ledge at the far right of the undersea caverns to find out what the bat is guarding. Bananas will restore your waning life line.


Low-hanging spikes make this roller coaster ride deadly fun. Duck your head.


Use your super move to shoot straight up. This will clear the track.


The force field protects this green goon from your sword. It takes two to play baseball, so bat the balls back at him. Be careful: Some of the balls will go straight up, then land on you.

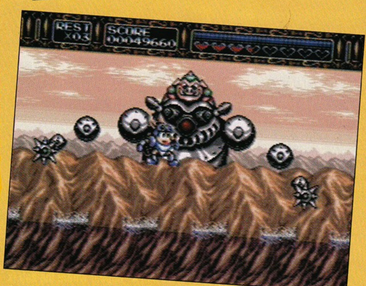

Keep blasting forward to the next pole. Slide up and down the poles to avoid the barrels. Keep in mind that the barrels are coming from somewhere.


Batter up! Knock five of these guys into the metal meanie below and he's ready for the junk pile. Time your hits so the ball is just above him before you shoot.


Get set for some fancy flyin' and fightin' all through this stage. First you'll dodge a barrage of rockets, then face these green goons. Swing at their bodies, not the balloons.







Top: Getting places is never a problem for the Rocket Knight. Hold the Attack Button until Sparkster's energy meter flashes, press D-Button the direction you want to go, then release the Attack Button to catapult the little guy into the air...and over the wall. He even rebounds off things!

Center: Pick up jet pack fuel and become a Rocket Jock! Take these fellas out with a single hit, but watch out for the bouncing balls.

Bottom: This guy's not as tough as he is annoying. Stay in the middle to avoid his spikes, then wail away on his nose. And remember: The bigger they are...the bigger the mess they make when they fall.

R.B.I. BASEBALL '93

OVERVIEW

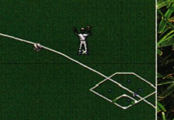
The 1993 baseball season is here, and Tengen is ready to put you behind the plate, on the mound and in the outfield with the latest, greatest game in the *RBI* series, *RBI '93*. With an eye on graphics, game play and an ear on sound, Tengen has made some timely revisions to put you into a better baseball cart.

One of the most noticeable changes in *RBI '93* is the roster of 26 major league teams, including the Florida and Colorado expansion teams, complete with 1992 stats. You can play against or as the classic division winning teams from 1984-1991 and the all-star teams from 1989-1992. New in *RBI '93* are three defense modes – computer-assisted, fully automatic and manual – to give you a chance to sharpen your fielding skills. With the new Create Team option you can custom design your team. This inspired option lets you take any team and re-arrange it – from changing one player to a multi-player trade – or create your own dream team from the batter up.

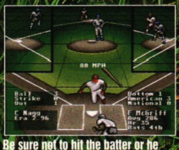
Owners of *RBI 4* may have noticed that, while the game played well, the music left something to be desired. *RBI '93* corrects this with better tunes, plus the ability to turn off the music and play the game with just sound effects. Graphic additions include a new Box Score format that shows the results of the previous at-bat each time a player steps up to the plate. Complete box scores for each team, detailing at-bats, runs, hits and RBIs, are shown in newspaper graphics at the end of the game. You can even check out the team batting average to see how your players did as a group.

RBI fans are familiar with the Home Run Derby feature. The new Defense Practice option works on your fielding skills the same way, providing a needed arena in which players can round out their baseball skills.

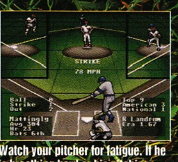
RBI '93 is a good baseball title that offers solid improvements and challenge to novice and experienced gamers alike.

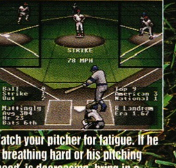


When your player is in the right area to catch the ball, he will raise his arms. In the Easy Level you will also see an "X" appear where the ball is going to land.



Be sure not to hit the batter or he gets a free base.

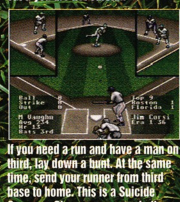




Watch your pitcher for fatigue. If he is breathing hard or his pitching speed is decreasing, bring in a relief pitcher.

After an out, be sure you tag up before advancing to the next base. One man out can turn into three men out if you are not careful.

If you replace a player with another who is not familiar with the position, there is a greater chance of a fielding error.



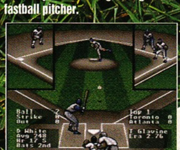
If you need a run and have a man on third, lay down a bunt. At the same time, send your runner from third base to home. This is a Suicide Squeeze. Chances are your batter will be thrown out at first and your runner will make it across the plate.



By tapping the A Button once, the batter will cock his bat for a quicker cut at a pitch. This is great against a fastball pitcher.



It's essential to practice your fielding. To dive for a ball, push the B Button in the vicinity of the ball. It could help you win a game.



If you have a runner on base, put him in motion and make your batter swing for a Hit and Run Play. This tactic will help you avoid double plays.





Each time you win a battle for a world, this fellow will randomly choose the next world of conquest, depending on your prowess in the last. He'll also give you additional powers, if you rate them.



When you start a big fire the winds are apt to move it around. Make sure there is a lot of distance between it and your own people, or you'll end up having too hot of a time.



Be very careful about using Plagues, as they can backfire if a Walker comes to your region carrying the plague.



If your opponent uses a Volcanic Eruption against you, you must plant greenery to make the land habitable again.



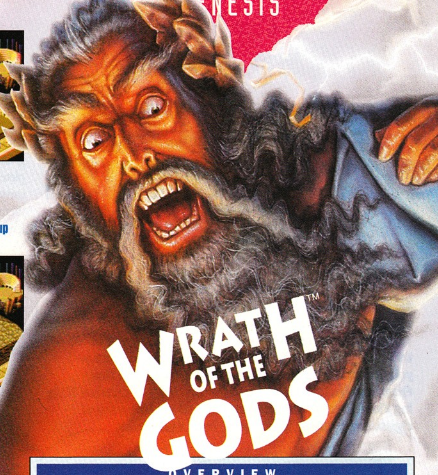
Lightning storms are a shocking way to depopulate areas.



Before calling an Armageddon, be sure that your forces outnumber your opponent's or you'll lose automatically.



When using earthquakes, be sure that none of your people are in a vertical line from the starting point. It wouldn't help you much to destroy your own populous.



OVERVIEW

Ever wonder what it's like to be a god? Turn on your Genesis and find out. Welcome to the real-time simulation game to end all others. *Wrath of the Gods*, the vastly popular PC title, comes to the Genesis from Virgin Games as a one-player title. Create disasters and battle other gods in this world-breaking game of conquest and carnage. Thousands of worlds and a password save will keep you playing *Wrath of the Gods* again and again. It'll do your ego good.

The basic storyline is a battle between good and evil (you can take either side). It's you against other deities in a battle for multiple world domination. Starting with small groups of people, populate and evolve worlds, all the while using your powers to stop your computer opponents from doing the same. When you feel that you have the edge, call up an Armageddon and all the world's population will travel to the center for a battle to the death. Each world you take will add increased powers to your godlike repertoire.

You'll be able to design your deity persona from scratch. Good or evil, warlike or wise—it's all up to you. You'll increase the level and expertise of your talents as you conquer worlds. Divine Intervention effects are spectacular. Create firestorms, plagues, waterspouts and earthquakes to wreak havoc on your opponent's populous. There are plenty of options, from computer assistance to different world-views. You'll even be able to set up a computer against computer battle and sit back to watch the action—a good way to learn this complex game. The Conquest Game option has a thousand different worlds, randomly chosen depending on your prowess in the previous contest. As you get good at whipping your opponents, choose the Custom Game option and create your own scenario. Master *Wrath of the Gods*, and you'll have earned the title "World Breaker/World Maker."

THOMAS THE TANK ENGINE & FRIENDS

OVERVIEW

Got a kid brother or sister ready to take a turn at your Genesis? If fast-moving *Sonic* makes the little dude's head spin, introduce him to *Thomas the Tank Engine and Friends*. This fun game from T-HQ, Inc. offers a cool mix of entertainment and education for the kindergarten crowd and young school-age kids. *Thomas the Tank Engine and Friends* is featured in the popular childrens' TV series *Shining Time Station*, starring Thomas and his trainyard of chromium cronies, Toby, Percy, Duck and James.

Just Review It

You're the engineer steering the game play. You can choose your train engine from the different types and colors available. You can play the Game mode, which tests kid-level memory skills by giving you different tasks to complete, such as finding certain cars carrying different loads and taking them to a specific station. Or challenge the other engines in The Race mode, or just chug around town in Explore mode. Another fun feature lets you paint your own engine!

Thomas the Tank Engine and Friends scores high marks for its successful blending of fun, instruction and challenge. The only problem you may have will be getting your Genesis back from your kid brother or sister.



Runs are timed, so when you find one of the cars you need, latch onto it. You can always uncouple it after you find the other cars and put them all in the correct order later.



Forgot what you're looking for or where you're supposed to take it? Press Button C for a quick reminder.



Make up for lost time by popping the big blue balloons. You'll zip along faster for a limited time.

The Game mode gives you a choice of tasks, each of varying difficulty. Sir Topham Hatt tells you what you're looking for and any special instructions.

Watch for the Conductors! They will stop you dead in your tracks...costing you valuable seconds. Other time deterrents are trains crossing the track and dirt on the track. Route around them.

Uncouple the gravel car by pressing Button A. Latch onto the other car, then back into the gravel car to re-attach it. Two down, one to go!



Earn points by popping all the small balloons and chugging over goodies like pie slices, candy and ice cream cones.

Never seen a blue tank engine? Paint Thomas and his friends according to the picture shown...or unleash your creativity.



[Important things to do:]

SAVE THE PLANET.

SAVE THE WHALES.

SAVE $50 ON A GAME GEAR™ SUPER SONIC SPORTS PACK.™





Buy the Super Sonic Sports Pack and you'll get a color portable Sega Game Gear, a Deluxe Carry-All case, and two hit games—Sonic the Hedgehog™ 2 and The Major's Pro Baseball.™ Buy it for Father's Day. Buy it for graduation. Just buy it and you'll save $50. Hey, maybe you could use that money to help save some humpback. Then again, maybe you could buy Streets of Rage™ 2. It's your dough.





Just Review It

OVERVIEW

For centuries, he has stalked his unsuspecting victims in guises of every form. He can be anything from a wisp of a shadow to a wolf-like beast. Long the stuff of dark legend, *Dracula* rises again from the realm of the undead...for you to meet and beat on the Game Gear. *Dracula* is a very colorful, fast-paced title from Sony Imagesoft that will keep action-game addicts rooted in their seats until the sun goes down.

Ticket to Transylvania, Please

Dracula has cast his spell on your lovely gal Mina. With a little daring and skill you, as Jonathan Harker, will traverse the dangerous pathways to save her from joining the undead. Only you can put an end to Dracula's blood-thirsty madness. To succeed, you must meet the Prince of Darkness and his hideous minions on his own turf. *Dracula* takes you deep into the Transylvanian darkness through seven levels that begin with A Journey through Transylvania, continue through Dracula's Castle, the Hillingham Estate Mansion and the creepy Carfax Abbey Crypt, then return you to Transylvania and Dracula's Castle. Each level has a Day and Night stage.

You're armed with a sword to start, but can acquire new weapons and power-ups by finding the Pick-up Boxes. These are boxes with question marks that are located throughout the game. Some of the limited-use weapons you'll find in them are Rocks, which are great for distance hits; Axes, which curve in flight; Torches, which burn for a time on the ground; and Double Rocks, which have twice the impact on your target. Power-ups include items that recharge your energy, coins, diamonds, 1-Ups, Continue Credits and Clock tokens. As an added bonus, each level has a secret bonus area you can find and plunder.

Fair warning: When you take on *Dracula*, be prepared for a serious challenge. This little trip to Transylvania won't be a stroll in the park.



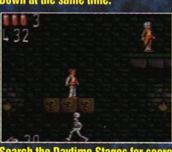
Work on timing your sword swing. The sword is designed for battling your foe up close.



Don't forget that Jonathan can look down to check things out.



You can fall through some platforms by jumping, then hitting Button 2 and Down at the same time.



Search the Daytime Stages for secret rooms. Each has at least one.



Don't open the Pick-up Box until you are ready to leap to get the contents.



If you already have the Double Rock, Single Rock or Axe, avoid the Torch.



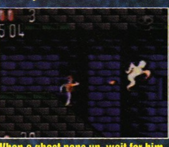
Be cautious when opening a Pick-up Box if there is an enemy above it. You must leap to get the contents and are liable to get hit.



Get up on the shelf and move to the deep left. Hit this guy eight times. He's history.



The gray platforms can either take you for a ride or a fall. Use them carefully.



When a ghost pops up, wait for him to be fully visible before throwing the Rock.



To throw switches, jump up directly in front of them.



To fight the Level 2 boss, move to the right side of the room and attack. When he pulls at you, hug the wall, then attack for a moment and jump the fireballs. Watch for weapon pick-ups to scroll upward when you get low on shots. Twenty big hits will do him in.

BRAM STOKER'S Dracula™



Pick-up Boxes can be used as stepping stones. Be sure there's nothing above them that you wish to reach before opening. Once opened, you cannot stand on them.



Push Buttons 1 and 2 simultaneously, and Jon will do a Jumping Slash.



The moving platforms aren't safety zones. Enemies will crop up. Get them before they get you.



Use the Easy option to practice your sword fighting and other skills. Your practice is short-lived, though: The game will end after Level 2 and tell you to try another difficulty level.



These skulls sometimes blast Jon with flame. Proceed with caution.

You can't harm this boss. Stay out of its way for seven passes and it will leave of its own accord.



These lanterns on the floor will light if you touch them. They mark a Continue spot. If you die and have any lives left, you will Continue from the last lamp touched.



Find Dr. Van Helsing in each Daytime stage and he'll open additional paths in the next Nighttime area.

TENGEN WORLD CUP SOCCER



OVERVIEW

Soccer is the most popular game in the world. It's only natural that you should be able to play it anywhere, including on your Game Gear. *Tengen World Cup Soccer* captures the play and feel of world-class soccer in a solid one-player or two-player Gear-to-Gear contest of speed and skill. In *Tengen World Cup Soccer* you'll find action, a variety of teams and the ability to go head to head with a bud.

Tengen World Cup Soccer gives you the choice of 21 international teams and four play options to flavor the mix. Solo play includes the Exhibition Game, which lets you play a single game, as well as the World Cup, which pits your team against 20 other hopefuls in a quest for the world's most elusive and coveted sports prize. When you need a breather, switch to Watch mode, and kick back while the computer kicks in and plays itself. Or choose Link Game and challenge a bud in a Gear-to-Gear contest.

Choose from several offensive and defensive formations to set up your team. The teams have equal, but different, strengths. Some — like Italy — are strong offensively, while others, such as Germany, are bulls at defense and goal-tending. *Tengen World Cup Soccer* delivers lots of passing and sliding defensive action.

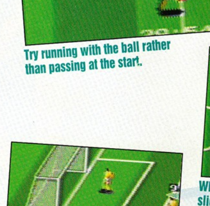
Line up your team for the opening move. *Tengen World Cup Soccer* is a kick.

Try running with the ball rather than passing at the start.



When the other team has the ball, slide your player into it and take it away for a quick steal.

When shooting at the goal, press Up and Down on the D-Button for left and right shots after kicking.



Stay off the buttons when your goalie's minding the net. Though you don't control your goalie's defensive moves, the opposition seems to score more if you are tagging a button during a shot on goal.



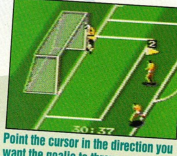
Passing is critical to advancing the ball. Practice! Practice! Practice!



It's the goalie's turn to show 'em his stuff when the ball goes outside the field to the rear of the goal. Use the D-Button and Button 1 to kick.



When you kick the ball out of bounds within your own zone, the opposing team gets a corner kick. You'll get the ball often this way.



Point the cursor in the direction you want the goalie to throw.



Ruffio is impossible to hit from the front but easily defeated from behind. Jump over him as he begins his dash and attack from the rear. Three hits and the Pan Sword is yours.

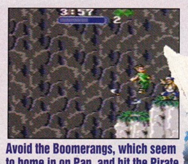


Hide under the lower left branch and attack this boss as he comes out the bottom door.

In the cliff area, the pirates on barrels take two hits. Time them carefully, because these guys close in on Pan quickly.

In the Waterfall region, fly right until low on fairy dust, then see Tink for more and repeat. The opening on the far right is your exit.

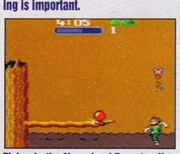
When swimming in the Lagoon, stay to the left and duck the fish coming from the right.

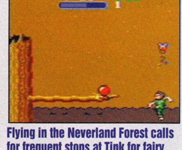


Avoid the Boomerangs, which seem to home in on Pan, and hit the Pirate boss three times.



This guy is tough! There's no special way to beat him, except move quickly and attack without being hit. Timing is important.

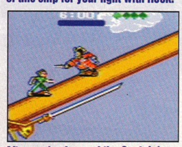




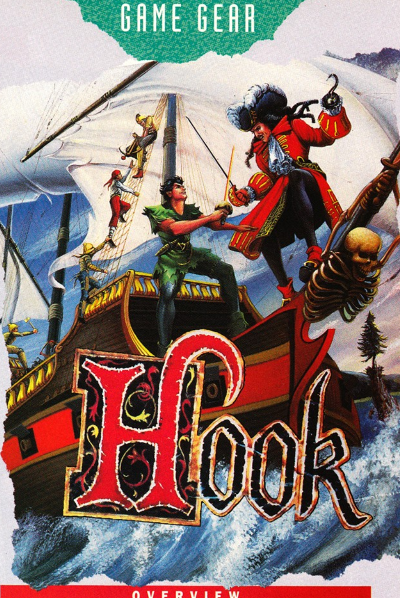
Flying in the Neverland Forest calls for frequent stops at Tink for fairy dust and for avoiding balloons.



Ever forward. Move toward the prow of this ship for your fight with Hook.



After you've jumped the Captain's Hook three times and tagged him three times, you are halfway there. The rest of the fight is straight sword battle.



OVERVIEW

For those of you who'll never grow up, *Hook* from Sony Imagesoft will brighten your ageless childhood. This fast-paced action game follows on the heels of the hot Sega CD and Genesis versions and follows the storyline of the blockbuster movie. You are an adult Peter, many years after your adventures in Neverland. You may have forgotten about your fun times there, but Captain Hook has not. He's ventured from Neverland to kidnap your children. You have two missions ahead of you: Convince the Lost Boys of your abilities as Pan and rescue your children from the pointy hand of Captain Hook.

The game takes you from the Neverland Forest to the Ice Area, the Lagoon and eventually to the Pirate Ship and a final battle with Capt. Hook. You start this single-player cart with three lives and a sword. Along the way, you can collect fairy dust (for flying) from your pal Tinker Bell, the Pan Sword, which shoots at a distance, and lots of different types of items that restore your life meter and give you extra bonus points.

While the game is fairly difficult and best-suited to gamers who like tough challenges, *Hook* does have unlimited continues that let you repeat unbeaten stages until you get them right. The translation to Game Gear is superb. From great color to terrific game play and bouncy tunes, *Hook* Game Gear is a blast. Take on the pirate crew of the infamous Captain Hook. We dare you.



JEOPARDY!

Just Review It

OVERVIEW

Feel like testing your knowledge of trivia? *Jeopardy* for the Game Gear will let you take on the *Jeopardy* TV game show challenge. This two-player, non gear-to-gear title from Gametek is a nice change of pace from other types of games. Its format crosses all age groups. *Jeopardy* offers fun — and a little friendly competition — for the whole family. It features digitized graphics from the show, Alex Trebec hosting, the memorable theme music and a wide selection of categories to test your smarts.

Alex Trebec hosts your game show.

Jeopardy poses answers to questions in six different categories and five different dollar amounts. To win, you must provide the correct question to an answer in a given category. As the dollar amount increases in a category, the answers become more difficult. When you know the correct question to an answer, you spell out your response by using the D-Pad to highlight letters of the alphabet. While this can be a little tedious, the 60-second timer keeps you on your toes and the game moving along. *Jeopardy* also features the popular Daily Double squares, where you have the chance to double your money if you have the correct response, and Final Jeopardy, where you get to bet all your hard-earned bucks on one question — and walk away a winner flush with cash... or with 100 cases of dog food.

With more than 400 categories to choose from, *Jeopardy* offers everyone an opportunity to win. The game provides a fun format to escape from other gaming fare and discover a challenge of a different nature.



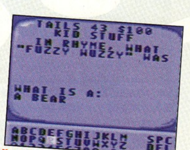
Tap the D-Button to ring in after you've read the answer. In a two-player game, your opponent will use Button 1 or 2.



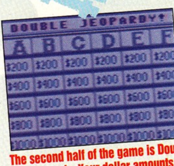
When no one gets the correct answer, Alex will set you straight.



You choose your favorite category from the main Jeopardy category screen.



You have 60 seconds to input your response by moving the cursor through the field of letters and numbers. Work quickly.



The second half of the game is Double Jeopardy. Your dollar amounts double but so do your losses if you mess up. Careful here.



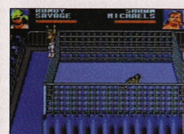
You can double your risk or your profit on the Daily Double. If you're behind, this is a great chance to get caught up.



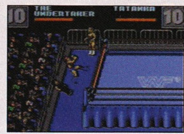
The show's digitized graphics and theme music will be familiar to Jeopardy fans.



You only have a few seconds to ring in when an answer is given. If the category is one that you know really well, ring in automatically... otherwise read the answer first.

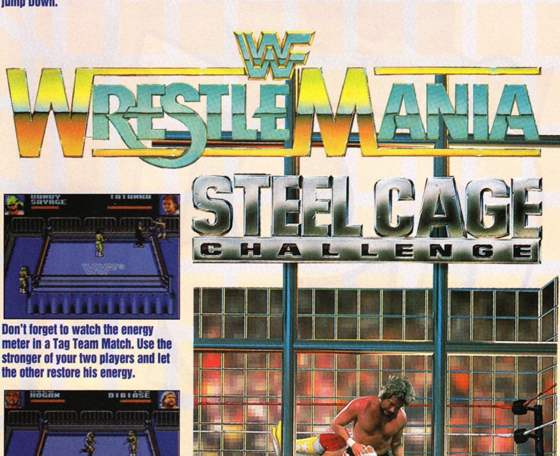


Execute a crushing Pinfall during a Steel Cage Match and your opponent will think twice about getting up. When he's face down in the canvas, climb up the side of the cage and jump Down.



Move outside the ring to regain energy when you get low. Just be careful, because if you are outside for a full 10-count, you'll be counted out.

Take on the baddest of the WWF bad in *WWF Steel Cage Challenge* from Flying Edge. This one-player sports action title puts you into the dreaded steel cage as any of the top 10 wrestlers on the circuit. *WWF Steel Cage Challenge* has all the canvas-pounding moves you crave from the world's top wrestlers. You can choose between Tag Team or Individual competition, plus decide where you want to do battle. If the Roped Ring is too tame, challenge your opponent in the Steel Cage.



Don't forget to watch the energy meter in a Tag Team Match. Use the stronger of your two players and let the other restore his energy.

PowerSlam your opponent into the mat when he least expects it. After he bounds off the ropes and is charging towards you, push Buttons 1 and 2 simultaneously. Time this move right and his charge will fall flat.

Enter the ring or the steel cage as your favorite WWF superstar — Randy Savage, Hulk Hogan, Brett Hart, Tatanka, Rick Flair, Shawn Michaels, Irwin R. Shyster, The Undertaker, Ted Dibiase or Papa Shango — in an Individual or Tag Team match. The muscle moves are WWF supreme. Mix up your choice of headbutts, slams, throws, punches, kicks, elbow drops and aerial attacks like the Flying Clothesline, Flying Dropkick and the Flying Elbow Drop. Climb to the turnbuckle using the D-Pad, then hit Button 1 to floor your opponent with a vicious Flying Elbow Drop. Mastery of the moves is essential to keep your opponent eating canvas. The controls are straightforward and easy to master. The challenge comes in combining moves to counter your competitor's fast — and often sneaky — attacks.

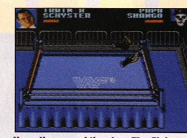
If you stay up late or wake up early to watch your favorite wrestling superstars, this Game Gear title will fit your style. *WWF Steel Cage Challenge* is a portable Wrestlefest for WWF fans who can't get enough.



The Clothesline is particularly effective... and painful. Execute it by running, then hitting Button 2 when you're close to your target.



Use three- and four-move combos to quickly drop your opponent to his knees.



Use all areas of the ring. The Flying Dropkick is tough to counter.



When your opponent is down and his energy is low, Stomp on him to finish him off.

INTRODUCING

SEGA GENESIS 16-BIT CARTRIDGE

THE NEW COOL SPOT

™



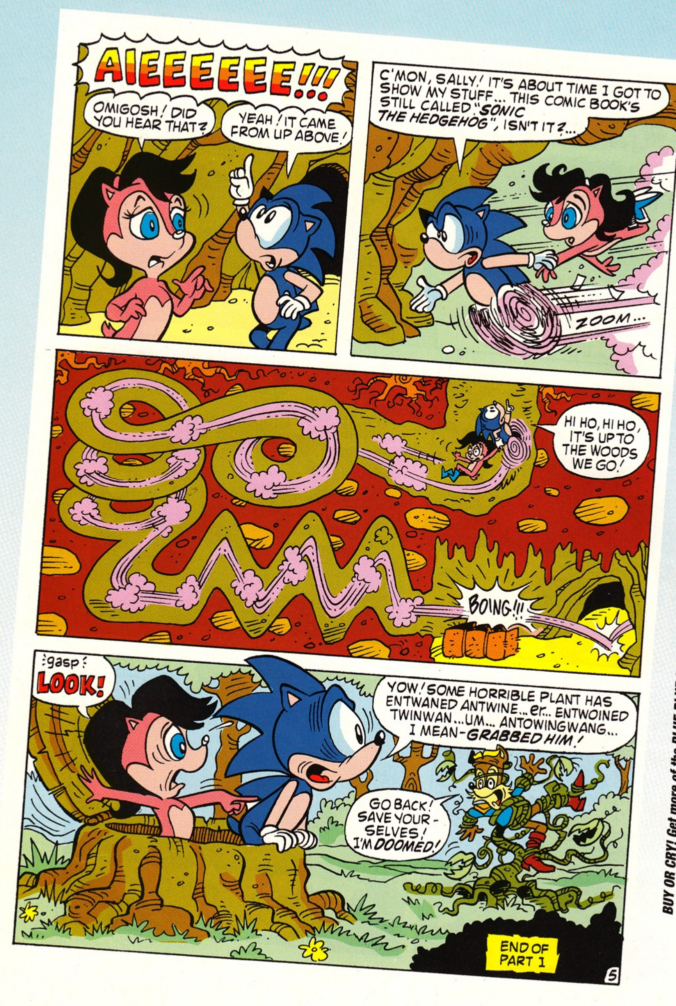

IN
SONIC THE HEDGEHOG
MEET ME AT THE CORNER OF HEDGEHOG & VINE!
PART I
YOU'VE RUINED MY EVIL SCHEMES FOR THE LAST TIME!
YANK!
HA!
SNAP!
ZIP!
MICHAEL GALLAGHER WRITER
DAVE MANAK PENCILLER
BILL WHITE INKER
BILL YOSHIDA LETTERER
LYRAD NAMLEDE COLORIST
DARYL EDELMAN EDITOR SUPREME
RICHARD GOLDWATER EDITOR IN CHIEF
SPECIAL THANKS TO BOB HARRIS AND SUSAN REYES AT SEGA OF AMERICA.


YOU AND YOUR FREEDOM FIGHTER FRIENDS HAVE DESTROYED MY ROBOT MAKERS AND FOILED MY FOUL FLANS... er... PLANS!
DO IT, OH CIRCULAR ONE! DO IT!
NOW YOU PAY THE PRICE!
SWOOSH...
POW!
WHEE!
grumble HOW PATHETIC! ME, THE GREAT IVO ROBOTNIK, REDUCED TO HITTING A PIÑATA MADE TO LOOK LIKE MY SWORN ENEMY!
OH, BUT IT'S SO GOOD, MASTER! TRY ONE OF THESE CARAMEL CREAMS!
RESEARCH AND DEVELOPMENT SWATBOT #693-47892 REPORTING!
FOR YOU, OH KEEPER OF THE BLUBBER!
A PLANT?! YOU HAVE THE NERVE TO BRING ME A PLANT?!
UH-OH...
YOU WORTHLESS BUCKET OF BOLTS! YOU KNOW MY RULES! NO SINGING, LAUGHING, READING, CUTE ANIMALS, DANCING... AND MOST OF ALL... NO PLANTS!!!
WHANG! BLANG! KLANG!
BUT...
2



MASTER... THE PLANT IS NOT ORGANIC! IT'S MECHANICAL! I CALL IT... KRUDZU!
WOTZAT?
BZZT... CLICK... WHIRRR...
LOOK!
GADZOOKS! IT'S TRUE! IT'S A MACHINE!
HAIL, ROBOTNIK!
ULP! AND A SCARY ONE AT THAT!
YIKES! IT GROWS SO FAST! IT'S GOT ME TRAPPED! HELP!
A MOST INTERESTING CONCEPT! HOW CAN I USE KRUDZU AGAINST SONIC AND HIS FRIENDS?
BY HAVING THIS CUSTOMIZED BURROBOT SEED THE GREAT FOREST, YOUR LARDNESS!
KCCCK...
YUM!
CLANK-CLANK...
OBSERVE HOW HE DIGS A TRENCH WHILE SPREADING THE SEEDS OF DESTRUCTION!
A WONDERFULLY SINISTER PLAN!
ZIP!
ZIP!
ZING! ZING!
CLANK-CLANK-CLANK
CHOPITA-CHOPITA-CHOP!!!
ONE THAT ONLY I COULD HAVE CONCEIVED OF! ISN'T THAT RIGHT, BURROBOT?... OR DO YOU WANT TO BE PROMOTED TO THE SPARE PARTS DEPARTMENT, TOO?
Y-YESSIR... N-N-NOSSIR... WHAT-EVER YOU SAY!
SALUTE!
ROBOT DISPOSAL
CRUNCH! MANGLE!
3


MEANWHILE, IN THE SECRET UNDERGROUND VILLAGE OF KNOTHOLE...
:sigh: PRINCESS SALLY IS DISCUSSING STRATEGY WITH SONIC INSTEAD OF ME, ANTOINE D'COOLETTE, MILITARY LEADER OF THE FREEDOM FIGHTERS!
I DUNNO, SAL... MAYBE JUST AN ALUMINUM FRAME...
I THOUGHT IT WOULD LOOK NICE DOUBLE-MATTED!
ROBOTROPOLIS
LAKE ALICE
GREAT FOREST
KNOTHOLE
I'M SO JEALOUS! WHY DOESN'T SHE EVER NOTICE ME?
LET'S ASK ANTOINE... ANT!... ANT!
HE'S LOST IN HIS THOUGHTS... AND BROTHER, THAT'S LOST!
:groan: PERHAPS I TREAT HER TOO FORMALLY... MAYBE I NEED TO APPEAL TO HER FEMININE SIDE!
10 FEET TO SURFACE
LEAVING KNOTHOLE
CARDS? CANDY?... FLOWERS! THAT'S IT! I'LL PICK HER A LOVELY BOUQUET!
SOMETHING UNUSUAL... AH! THERE'S A UNIQUE-LOOKING BIT OF FLORA...
YOU'RE ABOUT TO FIND OUT HOW UNIQUE, 'T WAN!
4


AIEEEEEEE!!!
OMIGOSH! DID YOU HEAR THAT?
YEAH! IT CAME FROM UP ABOVE!
C'MON, SALLY! IT'S ABOUT TIME I GOT TO SHOW MY STUFF... THIS COMIC BOOK'S STILL CALLED "SONIC THE HEDGEHOG", ISN'T IT?...
ZOOM...
HI HO, HI HO, IT'S UP TO THE WOODS WE GO!
BOING!!!
gasp
LOOK!
YOW! SOME HORRIBLE PLANT HAS ENTWANED ANTWINE... er... ENTWOINED TWINWAN...UM... ANTOWINGWANG... I MEAN-GRABBED HIM!
GO BACK! SAVE YOUR-SELVES! I'M DOOMED!
END OF PART 1
5

GAMES ON TAP



Imagine having access to an entire library of video games straight off your cable 24 hours a day. Sound like science-fiction? Well read on... Starting with a test market in Fall '93, cable viewers will be able to subscribe to The Sega Channel, a game player's dream come true. The Sega Channel will offer subscribers an extraordinary value – a well-stocked and constantly updated library of the hottest top-quality games. You won't even have to take your slippers off to try out new games – they'll be downloaded directly to your Genesis.

Sega has teamed up with Time Warner Entertainment Company (the world's leading media company) and Telecommunications Inc. (the world's largest cable company) to bring avid gamers the latest in interactive technology. For a low monthly fee (currently estimated at $10-$15 per month), Sega Channel subscribers will be able to choose from a wide selection of popular games, previews, soon-to-be-released titles, game play tips, news, contests and information about exciting new promotions.

As a subscriber you'll get a special tuner/decoder cartridge that plugs into the Sega Genesis cartridge slot and attaches to the television cable. A menu on the TV screen will allow you to select any game, preview or other program material. Your selected game is available in minutes, and plays just like the cartridge version. As long as your unit is turned on, you'll have unlimited play of the game of your choice. Now you'll be able to "preview" games in your library before spending your hard-earned allowance on the packaged version.

You're probably wondering how the Sega Channel will affect cart sales. The answer is, in just the same way that radio increases music sales. You know how it is when you hear a hot new song and you just have to have the CD? Well, just like a particular song sells more copies after receiving "radio air play" – particular games will increase sales with "cable TV play." With the Sega Channel everyone benefits —Sega gets a great new forum to show off products and gamers get a sampling of new games and promotion information — allowing them to make the most informed purchasing decision ever. (Which is important when you think about that hard-earned allowance we mentioned earlier.)

Artistic representation of TV screen.

Warning: The
Sega™ So
Blasts Off

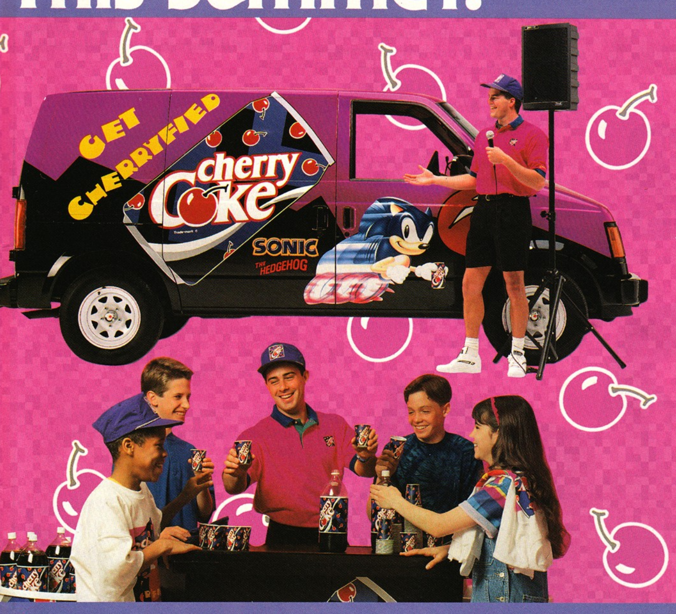
GET CHERRYFIED



Get ready for the cherry Coke®/Sega™ Sonic Shuttle coming to your
cherry Coke and exciting prizes. You'll also get to play the latest Sega

ATLANTA, BALTIMORE, BOSTON, CHICAGO, DALLAS, DETROIT,
NEW ORLEANS, NEW YORK, NORFOLK, PHILADELPHIA, PHOENIX,
SAN FRANCISCO/OAKLAND, SEATTLE, SYRACUSE/ALBANY AND

Cherry Coke®/
nic™ Shuttle
This Summer.

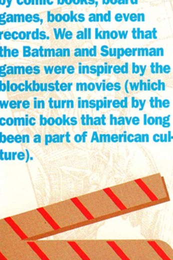


WELCOME TO THE NEXT LEVEL.™

neighborhood this summer. You'll get a chance to Get Cherryfied with free video games, featuring Sonic The Hedgehog.™ The 1993 Summer Tour:

GRAND RAPIDS/LANSING, INDIANAPOLIS, LOUISVILLE, MIAMI, PORTLAND, RICHMOND, ST. LOUIS, SALT LAKE CITY, WASHINGTON, D.C. To find out when, call 1-800-SUN-SEGA

Not all video games are created equal. Some are inspired by movies; others by comic books, board games, books and even records. We all know that the Batman and Superman games were inspired by the blockbuster movies (which were in turn inspired by the comic books that have long been a part of American culture).



But not everybody knows the history of two of Sega's recent hits: Chakan and Greendog. Each of these titles has a uniquely different background, and a story worth telling. Let's visit the creators of these games and take a look behind the scenes.

CHAKAN: THE FOREVER MAN

Chakan started as a character from a comicbook series called Thundermace, published by RAK graphics in Akron, Ohio. The character's "dark" edge immediately drew a following and quickly became RAK's most popular character. We recently had the opportunity to talk with Robert Kraus, the creator of Chakan, and Ed Annunziata, the producer of the Chakan Genesis game. Here is what they had to say about this dark and unusual character.

How did the character come about?
KRAUS: I drew a picture in my sketchbook of a cowboy-looking character that looked like a cross between a zombie and Clint Eastwood. I liked it and from there I made up the story of Chakan: The Forever Man.

Where did the background from the character come from?
KRAUS: I grew up in kind of a tough neighborhood. Some of the violence in the comicbook characters is based on things that I had seen growing up. But I'm not a violent person by nature.

How did you become involved with SEGA?
KRAUS: I met Ed Annunziata a few years ago at the Gen Con gaming convention. He expressed interest in the Chakan character. We kept in touch over the next few months and eventually came to an agreement about making a game based on the character.

What are your thoughts on the finished game?
KRAUS: I couldn't believe how lifelike the character was. It was amazing how they captured the spirit and the character of the comic. I really enjoyed it.

What got you interested in Chakan?
ED: His face. Then I learned the story. I liked the fact that he was a reluctant super hero. He didn't do things for the good of doing them, he did them because he had to.

You were the "champion" of this character from the start. How did you convince SEGA to do the game?
ED: Persistence.

How long was Chakan in development?
ED: About a year and a half.

How were you able to capture the essence of the character?
ED: While at Gen Con (a role-playing convention) the idea of his movements came to me. I figured out the controls and mechanics and most of them were implemented.

What are your thoughts on the finished game?
ED: Chakan was built for the "real" gamer, someone who enjoys and excels at difficult games. In that aspect I think we succeeded.

Any tips for the player?
ED: See question two.

What does the future hold for Chakan?
ED: No one really knows what the future holds for Chakan, but always remember...He is the Forever Man.

GREENDOG: THE BEACHED SURFER DUDE

Ric Green spent his teen-age years on the beaches and trails of Southern California, doing things that average teen-agers do. He surfed, skated, skateboarded, rode dirt bikes and anything else that was totally radical. It was from this time in Ric's life that Greendog emerged. We recently talked to Ric Green, the creator of Greendog, and Michael Latham, the producer for the Greendog Genesis game. They both gave us some insight into this unique character's background.

How did the Greendog character come about?
RIC: I picked up the nickname in junior high school. The character is like a caricature of myself.

Was there a lot of interest in the character?
RIC: Yeah, the character has since become the basis for the Genesis and Game Gear games and soon there will be a fully animated movie, bed sheets and a board game.

How did SEGA become involved with Greendog?
RIC: I went to Sega and presented the character to them. After focus-testing it, they decided that he would make a good character for a video game.

What are your thoughts on the finished game?
RIC: It's great! The different levels make it really interesting and challenging. In fact I wouldn't be able to beat the game without the cheat codes.

What does the future hold for Greendog?
RIC: Like I said earlier the Greendog animated movie will be out next year. In the meantime I am coming out with a line of T-shirts, action figures, an outdoor water board game and a lot of cool water toys.

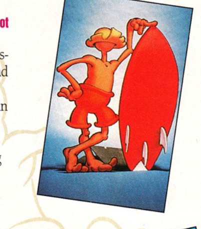
Any advice for aspiring character designers?
RIC: Go for it, Dude!!!

What was your involvement with the Greendog product?
MIKE: I was both the producer and designer. As the designer I had to come up with the storyline, play mechanics and basic level layouts. Greendog was a real group effort with constant feedback from Sega Interactive and the Sega test department. The test department was especially helpful in the "tuning" of the product.

How long was Greendog in development?
MIKE: Greendog took about a year to develop. The first three months were spent on prototypes, especially the various vehicles Greendog rides. Also we spent a lot of time figuring out how we could get digital-quality backgrounds to fit into a 4-meg cartridge.

The character seems very well-animated. Was there a lot of emphasis placed on his animation?
MIKE: Greendog was a real challenge due to his physical structure. The game's artists Maureen Kringen and Doug Nishimura worked hard to capture his quirky looks. In doing so they created one of the largest main player characters to appear in a 4-meg cartridge.

They also created a unique look that hadn't been done on the Genesis before. They did this by placing cartoon-like characters onto photo-realistic backgrounds. Thanks to Maureen, who is one of the industry's best artists, the look worked and we were able to get 8.5 megs of game data into a 4-meg cartridge.



What makes Greendog such an interesting character?
MIKE: He represents the average teen-ager, with a cool but slightly awkward look. Unlike most of the violent or cute characters, Greendog can walk the middle line. He isn't violent, but can defend himself if pushed. Ultimately I see him as the protector of pop culture. Whatever our users are into, Greendog can do in his games. Imagine Greendog bungee jumping, dirt-bike racing or jet skiing.

Any tips for the players?
MIKE: The biggest tip is to take your time and enjoy the game. We created Greendog to be a challenge, while still winnable by any player. Here are three codes for players who might still need help:

Slow motion mode on
Pause, then press Down, A, C, Up, Left, Left

Slow motion mode off
Pause, then press Left, Right, Up, Down, A, C

Three Frisbees
Pause, then press C, A, B, A, Left, Left





WANNA SCORE BIG? You could win an official-not-for-sale-anywhere-totally-stupendous FREE Sega Visionaries T-shirt if your name is mentioned in the Sega Visionaries section. So take a close look at what fellow Sega Visionaries are saying about games, hints/tips and top scores. Also be sure to check out the next contest — you wouldn't want to miss seeing your own name in print, would you?

Road Rash 2
– Genesis

Here is a code for *Road Rash 2* from Electronic Arts:

On the title screen push up on the D pad, hold down button A and C then press start. This will give you an awesome bike, the Wild Thing 2000, which goes 200 mph and has Nitrous to boot. Also here are some passwords to get into the 2nd and 3rd levels with the bike.

Level 2: 052E 2VOM
Level 3: 0BN8 3UOB

Meredith Pesek, Fremont, CA

Toe Jam & Earl
– Genesis

Here's how to get one extra life and fill up your energy at any time in the game:

Play until you get an inner tube, rocket skates or Icarus wings. Next fall back to Level One and open a present with any one of the three items. Fly, skate or float to the bottom left corner of the screen to the island and fall through the center of the island. You will be at Level Zero. Now go to the lemonade stand and drink the lemonade, then go to the hot tub and jump in. It will fill up your life. Fall off the edge and you will be transported to the highest level you have been on during the game.

Brady Kalb, Jasper, IN

CHUCK ROCK
– Game Gear

Level 2: 7G09M
Level 3: NNGE3
Level 4: 84AKC

Natalie Coffey, Oxford, NJ



Joe Montana '93
– Genesis

All 28 Super Sunday Passwords –
I found a code that will enable you to be whatever team you want in the Super Bowl:

B – ATLANTA
C – BUFFALO
D – CHICAGO
F – CINCINNATI
G – CLEVELAND
H – DALLAS
J – DENVER
K – DETROIT
L – GREEN BAY
M – INDIANAPOLIS
N – KANSAS CITY
P – HOUSTON
Q – LOS ANGELES – RAIDERS
R – LOS ANGELES – RAMS
S – MIAMI
T – MINNESOTA
V – NEW ORLEANS
W – NEW ENGLAND
X – NEW YORK GIANTS
Y – NEW YORK JETS
Z – PHILADELPHIA

0 – PHOENIX
1 – PITTSBURGH
2 – SAN DIEGO
3 – SEATTLE
4 – SAN FRANCISCO
5 – TAMPA BAY
6 – WASHINGTON

1) First in the password mode enter one letter or number of the team you want.
2) Finish the code with this: T C Y ? 9 ? K D J. (Example: with Houston – P T C Y ? 9? K D J

Kyle LaBeth, Richmond, TX

Sonic the Hedgehog 2 – Genesis

Here's the best method to become Super Sonic:

First play a normal one-player mode, get 50 rings and go to a Star Post. Get the Chaos Emerald and then press Reset. When you get to the Start Screen select Options and select any player. Get 50 more rings and head back to the Star Post. You'll automatically have saved your first emerald and will be on the second special stage. Repeat this pattern until you have all seven emeralds. If you want to get Super Sonic, just get 50 rings afterwards.

Nathan Beinhorn, Roseville, CA





GREENDOG – Genesis

There is a secret room on the first Aztec temple. Before the first pedal copter level, while jumping over the springs that nail you to spikes on the ceiling, ride the last spring and pull right. You will travel through the spikes and find three treasure chests worth mondo points. To get down just walk left.

Eric Csongradi, Hillsborough, CA

Ecco the Dolphin – Genesis

If you get stumped on Dark Water (level 18) here's the solution: When you reach the Asterite, bunt four brown colored globes (it might be any colored globes, but I did the brown ones) then when you're transported back to modern times swim to the Asterite, then swim by his globe.

Peter Ownby (no address)



Codes for Ecco the Dolphin – Genesis

Jurassic Beach	**MDEBRCBO**
Pteranodon Pond	**JNXFRCBS**
Trilobite Circle	**ZINNRCBB**
City of Forever	**DETSWCIY**
The Tube	**BGAPAAIE**
The Last Fight	**DKPWBAIH**

Ryan Tracy, Midland Park, NJ

New Sega Visionaries Challenge

YOU'RE NOT GOING TO BELIEVE THIS CHALLENGE, but we know you're gonna love it. We're looking for a fresh new *Sega Visions* masthead, and we want something totally new and completely cool. (Actually, the "Sega" part needs to stay the same — that's our corporate logo — it's the "Visions" part that you can help redesign.) So come on all you graffiti artists, here's your chance to go legit. Start with the corporate "Sega" part and give it some "Visions". Send in your creations to:

Sega Visions Masthead Challenge
P.O. Box 3899
Redwood City, CA 94064

(Please don't forget to include your address and phone number.) Huh? You wanna know if there is a prize? Don't be ridiculous, of course there's a prize...but it's a SURprize. Maybe the prize is our sincere thanks and eternal gratitude...maybe not. You'll see.

Top Scores of Favorite Games

Mega Sega Visionary Kudos to:

HIGH SCORER	TOP SCORE
Paul Peasley/Seattle, WA – age 22 **Evander Holyfield Boxing – Genesis**	**$243,536,770**
Jimmy A. Poland/Kirby, WV – age 14 **Fantasia – Genesis**	**999,910**
John Fleming/ Oak Forest, IL – age 9 **Sonic the Hedgehog 2 – Genesis**	**163,520**

TOTALLY SONIC

Where Sonic the Hedgehog fans can check out the latest and greatest in super Sonic gear. From now on we'll be bringing you the newest Sonic goodies coming to stores near you. We think you'll see something for just about every age group, from the very young, to the over 30 crowd. (Rumor has it the President of Sega wears Sonic slippers...we heard he wears them with his Sonic pajamas, and brushes his teeth with his Sonic toothbrush before he goes to bed.) You won't believe some of the items coming to stores – like Sonic Turbo Road Challenge, Sonic Headphones, sleeping bags and walkie-talkies. It's a world gone Sonic.



Sonic Video Game Gloves

And with the Sonic Video Game Gloves, you can now keep Sonic close at hand while you play your favorite game. The padded thumb and leather palm design will soon have you playing as fast as Sonic.

You can also use the Video Game Gloves for bicycling, skateboarding, batting or any activity that requires the use of a short-fingered glove.

The Gloves are available in Sonic Blue, Neon Green, Neon Yellow, Pink and Orange. Sizes range from the pre-schoolers just picking up the game to your parents relaxing with a game after work.

Available now where video games are sold.



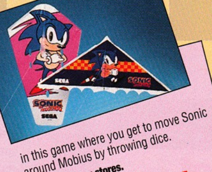


Trading Cards and Stickers

If you collect trading cards, you're going to want to get into the latest from the Topps Company — Sonic trading cards. The entire set is a collection of 33 different four-color cards, and 33 four-color stickers, as well as six chase cards. Each package contains four cards and four stickers. If you're like us, you're going to want to get the entire set.

Available September.







Board Games and Puzzles

This collection of four different jigsaw puzzles from Milton Bradley should keep your kid brother or sister busy while you battle Robotnik on the Genesis. Each of the four puzzles features a different Sonic scene, and consists of 60 pieces. The puzzles are designed for ages 4 and up.

If your kid brother or sister is a little older (6 or older), then you may want to try your hand at the new Sonic board game. Two to four players can participate in this game where you get to move Sonic around Mobius by throwing dice.

Available at toy stores.

ESTES/High Flier Kites

On the other hand, you could always tell your kid brother to Go Fly a Kite. And you could go fly one with him. Two styles are available: a 50" Plastic Delta kite with a picture of Sonic, and a 51" Sky Flier kite, also with a picture of Sonic.

Available now at toy stores.



Sonic Remote Controlled Vehicle

Nikko's Sonic the Hedgehog R/C vehicle is a 1/26th scale model with working headlights and a working motor that not only goes fast, but can also make fast spin turns and super wheelies.

Included is a transmitter that operates just like a game controller. Requires four AAA's and one 9-volt battery.

Available June at toy stores.



Tomy Sonic Pinball

It may not be as big as the pinball machines in arcades, but because it features Sonic, it's bound to be as much fun. We're talking about the Super Sonic Pinball, with double-action kicking flippers and the evil Dr. Robotnik's wicked whirring machines. And don't forget Chopper, who can't wait for you to fail. Lights, sounds and an advanced play strategy makes Super Sonic fun for Sonic fans of all ages. Requires two C and two D batteries.

Available this Fall.



Sonic Underwear

If you want to have Sonic close to you at all times, then Fruit of the Loom® may have the answer to your prayers. Their Funpals® boys' briefs feature the red-sneakered superstar traveling at supersonic speeds through the Green Hill Zone of Planet Mobius.

Each package of Funpals® contains three briefs sporting the same design, but trimmed in a different color: red, royal blue, and navy. Funpal® briefs are made of soft, preshrunk 100% cotton and are available in sizes 2, 4, 6 and 8.

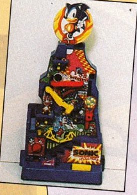
Available in September at discount department stores.



LCD Hand-Held Video Game

Tiger Electronics has introduced a hand-held Sonic game, featuring six stages of fast Sonic action. Just like he does in the Genesis and Game Gear versions, Sonic can do the Super Spin Attack, and pick up powerups like the Power Sneaker for supersonic burst of speed. And you get to battle Robotnik at the end of each stage. Can you handle it?

Available at toy stores.



Tomy Sonic Mountain Maze

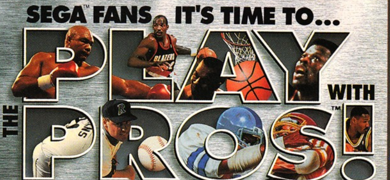
Conquer the evil Dr. Robotnik's Mountain Maze and help Sonic save his friends! Can you take the perilous patch all the way to the very top of the mountain before your time runs out? It's a great game of skill and daring – but what else would you expect from the one and only Sonic the Hedgehog? Requires one D battery.

Available this Fall.

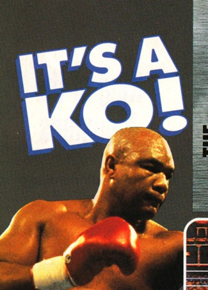


Guess who's spending the summer at Howard Johnson?
You got it. Sonic the Hedgehog. And if you play your cards right, you will too. Just tell your parents when Kids Go HoJo at Howard Johnson Hotels and HoJo Inns, you stay free. Then get ready for free rentals* of Sega Game Gear and free FunPacks filled with comics and toys. They're all jammed full of Sonic the Hedgehog stuff, and they're all waiting for you at Howard Johnson when you check-in. You can even save† on the purchase of a Sega Game Gear video game and cartridges to take home. Maybe going on vacation with your parents isn't so bad after all.
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* Available 5/28/93 – 9/6/93; supplies may be limited. 1 FunPack per child per stay.
† Sega Game Gear savings based on manufacturer's suggested retail price, while supplies last; use of the American Express® Card while staying at Howard Johnson required for purchase savings.
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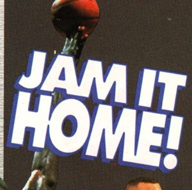
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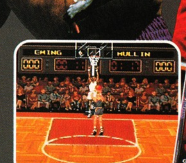








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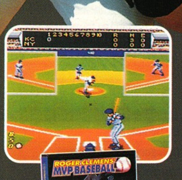
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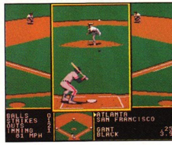
Games in this section are rated on a hundred point scale on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counsellors. Ratings are interpreted as follows:

RATING	
EXCELLENT	80-100
VERY GOOD	70-79
GOOD	60-69
FAIR	50-59
POOR	BELOW 50

Genesis

LaRussa Baseball

With options galore, this baseball title tries to be all things to all players. You can play a single exhibition game, resume a saved game, play an entire season or create your own All Star teams. You can



choose to be your team's manager, with or without control of the players, and take it all the way to the Pennant and the World Series.

On the other hand, while this full-featured cart impressed us with its multitude of features and



options, it failed to keep us entertained and involved. Maybe it was the muffled voices or the frustrating game play due to the sluggish players.

By Electronic Arts

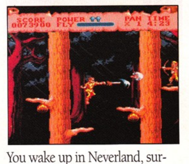
Category: Sports

Players: Single, 2P (Comp)

RATING	
GRAPHICS	63
SOUND/MUSIC	61
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	70
OVERALL FUN	55

Genesis

Hook



You wake up in Neverland, surrounded by the Lost Boys. From the sound of their chanting, it looks like you caught them at a bad time. Before you can embark on your adventure, you have to run the gauntlet and prove that you are indeed the Pan. Lose a fight, and you revert to your stockbroker alter ego.



With the exception of the sound and music, the Genesis version of the Sega CD hit (see last issue of Sega Visions) is every bit as good as the original. Ten big levels take you through a variety of adventures as you try to find your (Pan's) children and destroy the evils that Hook left behind.

By Sony Imagesoft

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	70
SOUND/MUSIC	56
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	64
OVERALL FUN	63

Genesis

King of the Monsters

Earth has been taken over by super monsters who think nothing of munching on a skyscraper for breakfast. You, O Gargantuan One, are one of them. Your job is to punch out the other monsters, while ignoring the puny Earthlings that are being crushed under your scaly feet. You can choose to play as Astro Guy, Geon, Rockey or Beetle Mania.



Your battles take place over four different locations: Megaport, Castle City, Dragon City, with the final showdown in Tokyo. You can also choose from four difficulty levels: Easy, Normal, Hard and Mania.



Although we found the game fairly easy to beat, we thought the two-player mode was fun.

By Takara

Category: Action/Arcade

Players: Single, 2P (Comp)

RATING	
GRAPHICS	70
SOUND/MUSIC	65
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	56
OVERALL FUN	65

Genesis

Bulls vs Blazers



If you're new to basketball games, this latest title from EA is a good one to start with. But if you've played Lakers v. Celtics, Lakers v. Bulls or Team USA Basketball, you'll probably find little that is new here. With the same basic engine as the others, and the same options as Team USA, it looks a little like deja vu all over again.



The game features three difficulty levels and a password feature so you can take a break on your way to winning the championship (which involves quite a committment — you have to win a best of seven series five times). You can choose from last year's playoff teams, or the all-star teams, and play for the championship as your favorite team.

By Electronic Arts	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	68
SOUND/MUSIC	56
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	58
OVERALL FUN	68

Genesis

Toys

Imagine a world gone mad where toys are weapons and battle against each other. You control one collection of toys (the "good" toys) as you battle your evil brother's collection of "bad" toys through four separate levels.



While we thought the concept behind this game was cool, we found it soon became repetitious. For one thing, three of the four levels had similar floor plans with only minor variations, making it feel more like one long level. For another, the last level was too long and too difficult compared to the rest of the game. On the plus side, we

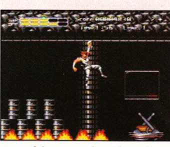


really liked the animation sequences, but even that wasn't enough to overcome the monotony.

By Absolute Entertainment	
Category: Action/Arcade	
Players: Single	
RATING	
GRAPHICS	65
SOUND/MUSIC	58
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	69
OVERALL FUN	55

Genesis

Journey From Darkness: Strider Returns



Fans of the original Strider will appreciate this title, in which you strive to save a kidnapped damsel as you battle hordes of alien creatures. Seven different zones provide plenty of variety, as do the available options. You can choose sword type, number of credits and number of lives, as well as the button layout on your control pad.



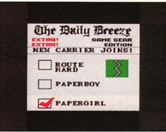
We liked the crisp graphics and the imaginative array of bosses (like the mechanized hornet, the dinosaur and the fireball-tossing machine). We also liked the variety of backgrounds, ranging from a forest scene to a futuristic construction area.

By US Gold	
Category: Action/Arcade	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	68
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	66
OVERALL FUN	68

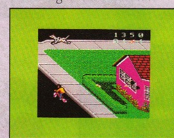
Game Gear

Paperboy

This one's been around the block so many times it's got whiskers. Nevertheless, the Game Gear incarnation of this arcade favorite is still good for a challenge. In fact, with no Continues, getting all the way through the game can be quite a challenge.



As in previous versions, your job is to deliver newspapers to your subscribers, tossing them as you ride around on your bike. A bonus stage at the end of each



round has you riding around aiming for targets and avoiding obstacles. You may not always be on target, however, since the ¾-view perspective can be confusing.

By Tengen	
Category: Action/Arcade	
Players: Single	
RATING	
GRAPHICS	58
SOUND/MUSIC	54
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	61
OVERALL FUN	55

Genesis

Pacific Theater of Operations



Another strategy title from Koei, this time dealing with the Japanese invasion of Pearl Harbor, the event that triggered America's entry into WWII. You can play either as the Japanese invaders or as the Allied



forces, and your object depends on which side you're playing. If you play as the Japanese, your object is to capture Pearl Harbor. As the Allies, your object is to destroy the enemy invaders.

You can fight nine different scenarios over 10 levels of play. The scenarios all take place during the invasion of Pearl Harbor. While we thought this was a pretty good war simulation, the fact that the computer controls a lot of the fighting made us wish for more interaction.

By Koei

Category: Strategy

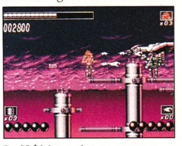
Players: Single

RATING	
GRAPHICS	60
SOUND/MUSIC	50
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	63
OVERALL FUN	58

Genesis

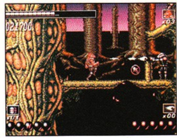
Wolfchild

The Genesis version of *Wolfchild* has all the fun, challenge and cool graphics of the Sega CD version. You are



Dr. Kal Morrow's youngest son Saul, and your goal is to defeat the terrorist organization Chimera. Your secret weapon is your ability to mutate into a wolf, and with it, an arsenal of weapons like Plasma Balls, Arc Blasts and Flamers.

Six levels of side-scrolling action take you through the Battle Cruiser, the Biogenetic Lab and the



Ancient Temples, among others, with the final showdown in the Chimeran stronghold. Three levels of difficulty should satisfy gamers of most skill levels.

By JVC

Category: Action/Arcade

Players: Single

RATING	
GRAPHICS	73
SOUND/MUSIC	61
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	68
OVERALL FUN	70

Genesis

Chester Cheetah

Chester's motorcycle has been stolen, and you need to help him find the pieces as you progress through the five different levels, battling obstacles and bosses as you go. We liked the cartoon quality of the game.



On the other hand, even if you like Cheetos, there's no guarantee you'll like this game. For one thing, it has very little new to offer.



For another, we found the play-controls to be a little sloppy, adding to the frustration index. And while we found most of the game to be pretty easy, we thought the last two bosses were uncharacteristically difficult.

By Kaneko

Category: Action/Arcade

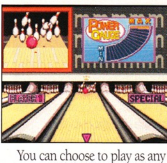
Players: Single

RATING	
GRAPHICS	68
SOUND/MUSIC	58
CONTROLS/GAME PLAY	45
DEPTH & CHALLENGE	58
OVERALL FUN	48

Genesis

Championship Bowling

Maybe it's because this is the first bowling game for the Genesis. Or maybe it's because you can go up against three friends for the trophy. Whatever the reason, we thought this one was a lot of fun.



You can choose to play as any of four bowlers on any of four different alleys. You can also choose the type of game: Spare or Bonus. In the Spare game, you pick up



spares for points (the more difficult the spare, the higher the points), while in the Bonus game, each pin has a point value and you try to score as many points as you can. For the single-player game, you go up against 10 players for the trophy.

By Mentrix

Category: Sports

Players: Single, 2-4P (Comp)

RATING	
GRAPHICS	65
SOUND/MUSIC	60
CONTROLS/GAME PLAY	80
DEPTH & CHALLENGE	66
OVERALL FUN	75

Genesis

Blaster Master 2

Are you ready to save the world one more time? This time the evil boss has infested the planet with all manner of beasties. You have to destroy all his machines and creatures before you can go up against



him. Sounds like a familiar recipe for a shooter, but we liked the variety of bosses you have to fight: fishes, worms, bees and stone faces, among others.



The game features a total of eight levels, most with both side and overhead views. The overhead portions get more difficult as you get better, keeping you challenged all the way to the end.

By Sunsoft	
Category: Action/Arcade	
Players: Single	
RATING	
GRAPHICS	68
SOUND/MUSIC	66
CONTROLS/GAME PLAY	65
DEPTH & CHALLENGE	64
OVERALL FUN	70

Genesis

Dracula

Here's your opportunity to put Dracula to rest forever. As you track down the evil vampire, you



go up against a succession of bosses that are straight out of the movie. You also get some help along the way — a mysterious old man who tells you which weapons are the most effective against each of the bosses.

We liked some of the graphic sequences, especially the explosions and the wraith-like ghosts. We also liked the way you could



balance your health level against your number of lives.

By Sony Imagesoft	
Category: Action/Adventure	
Players: Single	
RATING	
GRAPHICS	63
SOUND/MUSIC	63
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	63
OVERALL FUN	65

Game Gear

Crash Dummies

Slick and Spin, our two crash dummy heroes, are trying to earn money for their vacation by undertaking various stunts. Each of the four levels (Easy, OK, Hard and Very Hard) consists of five stages — falling from a building, driving,



downhill skiing, the Ammunition Factory and the Cruise Missile.

Unfortunately, that's the extent of the variety in the game — as



you go from level to level, you realize that the only difference between them is the difficulty factor, and that you have to go through the same stunts over and over. While we thought some of the animations were cool, we were put off by the repetitive nature of the game.

By Flying Edge	
Category: Action/Arcade	
Players: Single	
RATING	
GRAPHICS	58
SOUND/MUSIC	46
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	60
OVERALL FUN	50

Game Gear

Arch Rivals

If you're looking for a basketball game for your Game Gear, welcome to the only game in town. Play against an assortment of teams (which get progressively



more difficult) in single-player mode, or hook up a Gear-To-Gear for some one-on-one with a bud.

So much for the good news. On the negative side, we thought the play controls could have been improved considerably — as it



was, it was difficult to score when you were going down court. We also found it a little low in the fun department.

By Flying Edge	
Category: Sports	
Players: Single, 2P (Comp)	
RATING	
GRAPHICS	65
SOUND/MUSIC	50
CONTROLS/GAME PLAY	55
DEPTH & CHALLENGE	59
OVERALL FUN	53

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Video Gaming Rig Contest. Win the ultimate home theatre/video game rig. You'll win all the audio/video components shown plus the Sega Genesis, Gaming Gear (w/TV tuner), Power Clutches, Intruder and Joystick. Bonus Options include: CD-ROM drive, VCR, $1,000.00 in games, cash, accessories and more!

Computer Gaming Contest. Win a 50 Mhz '486 with 17" SVGA monitor, 8 meg RAM, 340 meg hard drive monster machine (upgrade to '586 or 66 Mhz at your option) . Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 for each prize package which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

Mystery Word Grid

A N T

A

WORD LIST

RANGE	ARC	QUEST	APE	TURBO
ASK	MAJOR	ANT	WINGS	ACE
MUTANTS	INDIANA	INVADER	RUNNING	CRAWLER
CHASE	EAT	TOWER	SIT	FLINT
PET	MICRO	SET	DREAM	FIT

MYSTERY WORD CLUE: One who practices the ancient Japanese martial art of assassination and terrorism.

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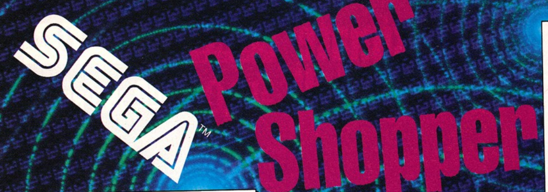
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Game Gear

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6369	Battery Covers Set (Both Left & Right)	1.00

Other

1805	Sonic Players Guide	17.95
1804	D & D Hint Book	12.95

This Month's Hot Products

Genesis

1606	**Control Pad Extension Cord**	**$10.85**
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Game Gear

2118	**Rechargeable Battery Pack (Without AC Adaptor)**	**$43.00**
2140	**Cleaning Gear**	**11.00**

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Incoming!

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

April/May '93

Genesis

Chester Cheetah	Action	Kaneko
Cool Spot	Action	Virgin
King of the Monsters	Action	Takara
Out Of This World	Action	Virgin
Elemental Master	Adv/RPG	Renovation
Amazing Tennis	Sports	Absolute
Bulls vs. Blazers and the	Sports	EA
RBI Baseball '93	Sports	Tengen

Game Gear

Spiderman: Return of the Sinister 6	Action	Flying Edge
Mickey Mouse: Land of Illusion	Action	Sega

Sega CD

Batman Returns	Action	Sega
Dracula	Action	Sony
Time Gal	Action	Renovation
Final Fight	Fighting	Sega
Rise of the Dragon	RPG	Sega
Sherlock Holmes	RPG	Sega
After Burner III	SIM	Sega

June '93

Genesis

B.O.B	Action	EA
Blaster Master	Action	Sunsoft
James Pond 3	Action	EA
Mutant League Football	Action	EA
Jungle Strike: The Sequel	Action	EA
Toys	Action	Absolute
Sorcerer's Kingdom	RPG	American Sammy
Pacific Theater of Operations	Sim	Koei
Chi Chi Pro Challenge Golf	Sports	Virgin
Championship Bowling	Sports	Mentrix

Game Gear

Crash Dummies	Action	Flying Edge
Double Dragon	Action	Virgin
Dracula	Action	Sony
Paperboy 2	Action	Tengen
Vampire	Action	Sega
Tengen World Cup	Sport	Tengen
WWF Steel Cage Challenge	Sport	Flying Edge

Sega CD

Spider-Man	Action	Sega
Ecco the Dolphin	Action	Sega

July '93

Genesis

Dracula	Action	Sony
Hook	Action	Sony
Jurassic Park	Action	Sega
Rocket Knight	Action	Konami
Rolling Thunder 3	Action	Namco
Journey from Darkness: Strider Returns	Action	US Gold
T2 the Judgement	Action	Flying Edge
Technoclash	Action	EA
Wolf Child	Action	JVC
Thomas Tank	Educa	THQ
Shining Force	RPG	Sega
Best-of the Best	Sports	Electrobrain
Wrath of Gods	Strat/puz	Virgin

Game Gear

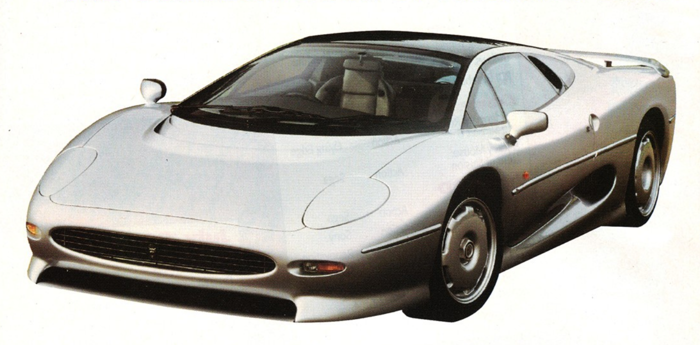
Bart vs. World	Action	Flying Edge
Global Gladiators	Action	Virgin
Hook	Action	Sony
Journey From Darkness: Strider Returns	Action	US Gold
Surf Ninjas	Action	Sega
T-2 Judgement	Action	Flying Edge
Tom & Jerry	Action	Sega
Streets of Rage 2	Fight	Sega
Jeapardy	Strat/Puz	GameTek
The Humans	Strat/Puz	GameTek
Wheel of Fortune	Strat/Puz	GameTek

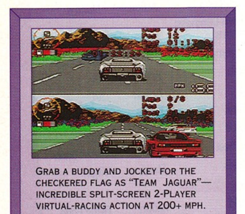
Sega CD

Terminator	Action	Virgin
Young Indiana Jones	Action	Sega
Thunder Hawk	SIM	JVC

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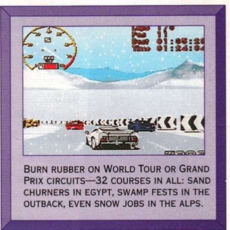
GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH.



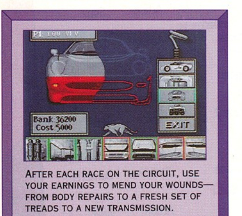
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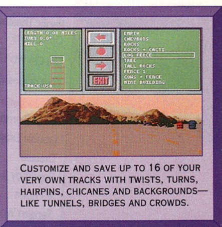


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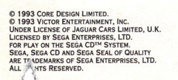
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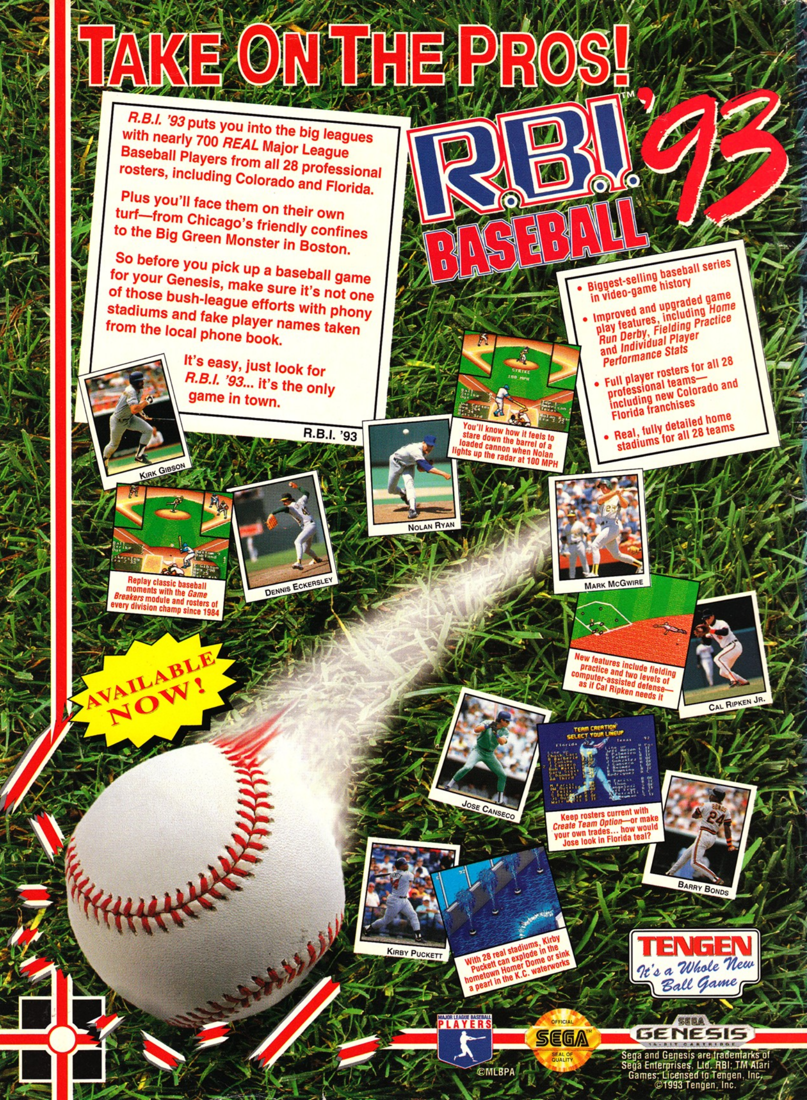




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New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it
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